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3DO

Magazine

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***Flying
Nightmares
Exclusive Review***

SPACE ACE
PLAYABLE DEMO

PLUS NON-PLAYABLE DEMOS OF

BRAIN DEAD 13
AND
DRAGON'S LAIR

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HERE, PLEASE SEE YOUR
NEWSAGENT

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WIN!
Panasonic FZ-10
3DO
System

Reviewed: Space Hulk, Space Pirates, The Daedalus Encounter, VR Stalker, Zhadnost The People's Party & Hell.
Previewed: Foes Of Ali, DeathKeep, Prowler, Captain Quazar, OnSide, Killing Time & BattleSport.

Features: M2 Update with Trip Hawkins, E3 Show report, Dr. David Kirk Interview, 3DO Online, new Joypads & more...



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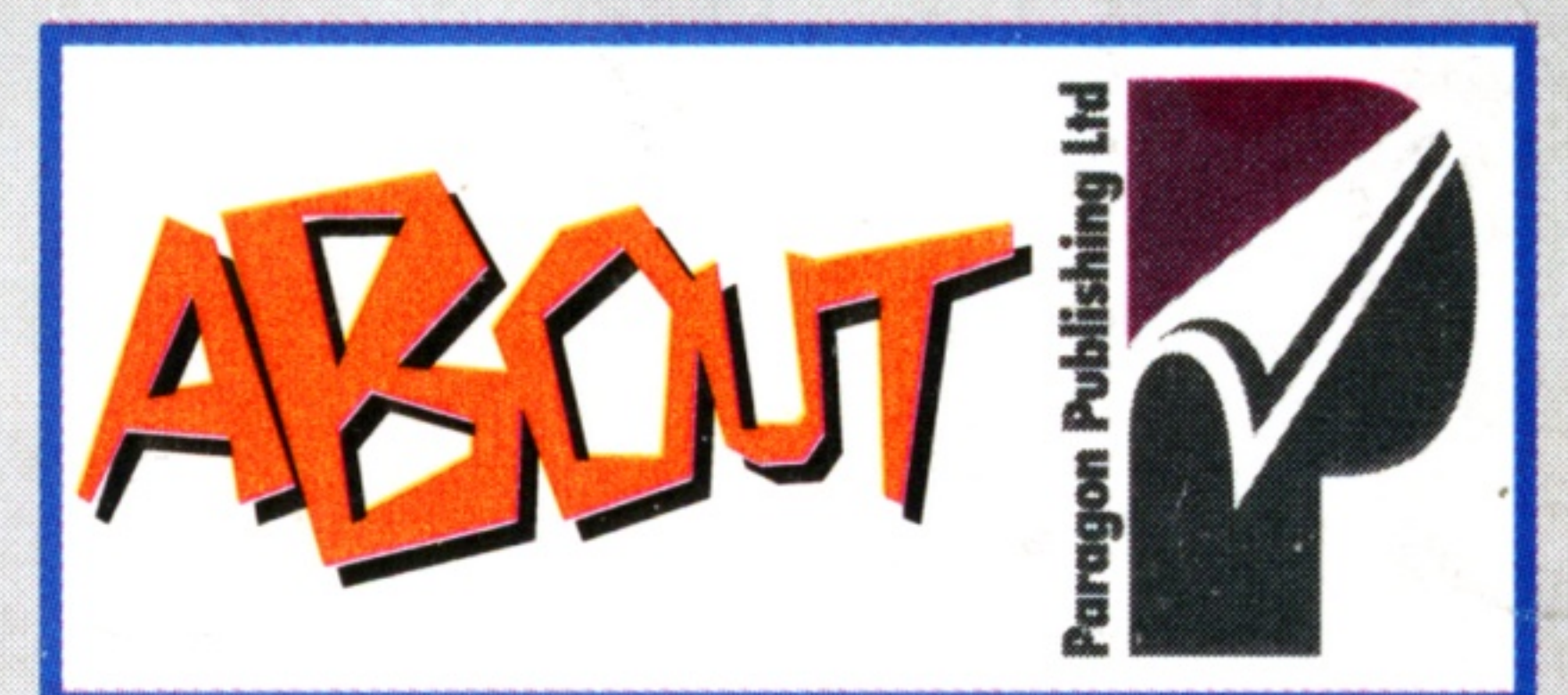
Video Games

3DO Magazine,
Amiga CD Gamer,
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3DO

Magazine

Contents

News 04

M2 musings, price wars and Mortal Kombat III.

Joypad Reviews 06

Snazzy new peripherals tried and tested.

Comedy at 30fps 07

ReadySoft finally break free of Don Bluth.

Dr. David Kirk 08

Crystal Dynamic's Chief Scientist causes chaos.

3DO @ E3 10

Torc Software's Marcus Irwin finally gets back!

Competition 13

Panasonic give away an FZ-10. And why not?

Previews 15

*Featuring EA's Foes Of Ali, Cyclone's Captain
Quazar & BattleSport plus Killing Time, Onside,
Prowler & DeathKeep!*

3DO Online 28

The 3DO Company hit the Net. Full report.

M2 Update 30

3DO CEO Trip Hawkins offers M2 insights.

Reviews 34

*Space Hulk, Flying Nightmares, Zhadnost:
The People's Party, The Deadelus Encounter,
Hell, Space Pirates and VR Stalker.*

Play Guides 48

Brilliant Need For Speed cheats & more...

3DO Interactive 56

M2 and Gex get debated. Hotly.

Software Directory 60

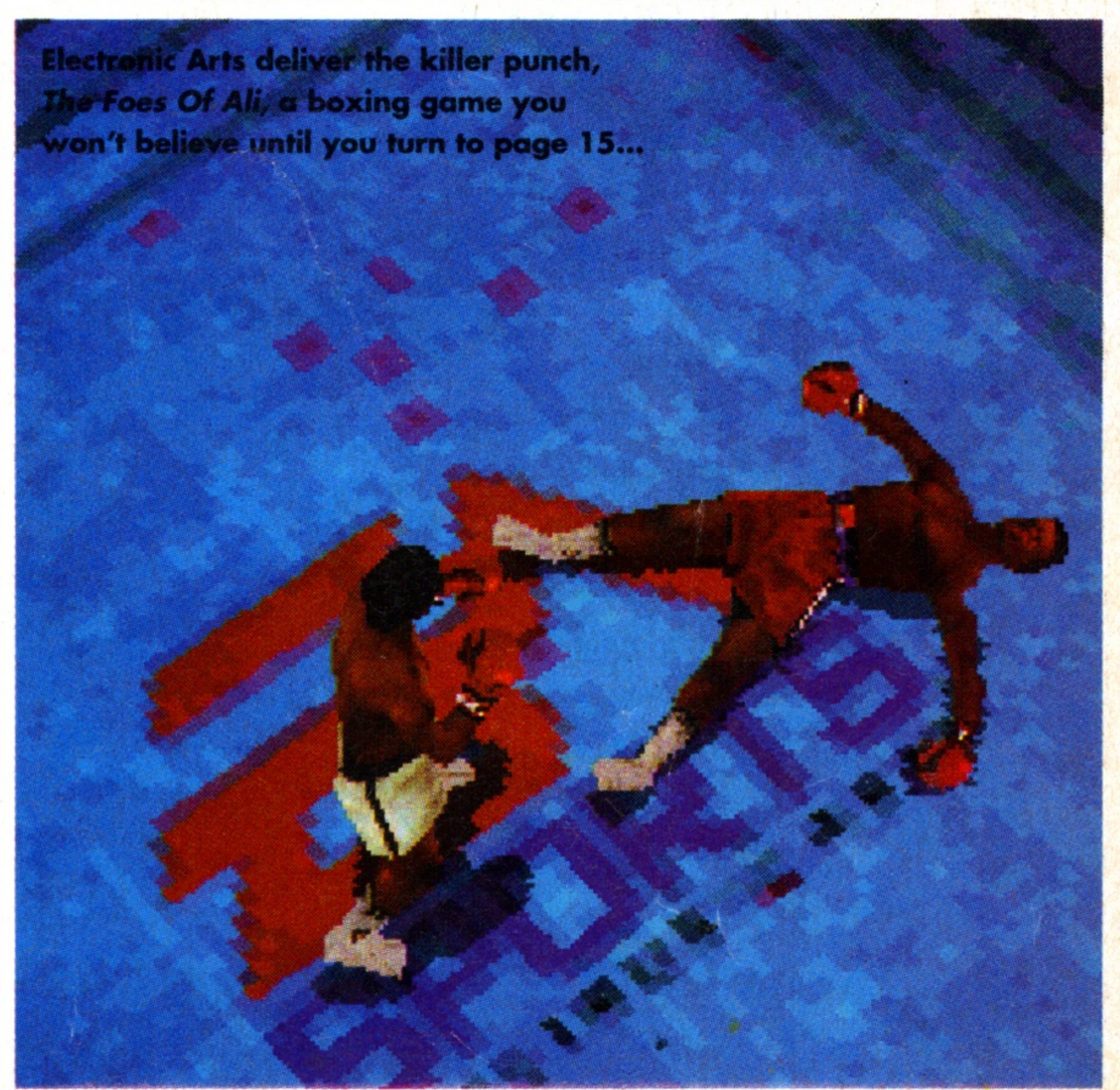
Every UK release listed and rated.

Coming Soon 64

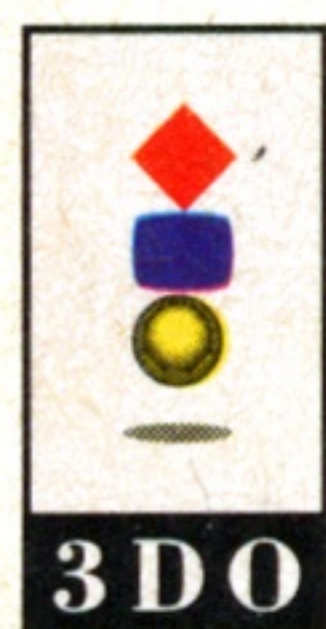
Jam packed release schedules revealed.



"I'm a famous millionaire, basking
in the success of the E3. How are
you, Stephen?"



Electronic Arts deliver the killer punch,
The Foes Of Ali, a boxing game you
won't believe until you turn to page 15...



Q: M2?

Phase One was to unveil the world's hottest videogaming technology. That 'minor' matter accomplished, press speculation has now shifted to information held back for Phase Two (hardware partners) and Three (shipping details) press briefings. Prior to E3 rumours suggested a standalone 3DO II would retail at \$400, the upgrade for existing units would cost \$200, and the latter would definitely ship this year. In the event, 3DO would commit to none of this on or off the record at E3.

Behind the scenes gossip indicates M2's performance is such that no-one now regards it as simply an upgrade for 3DO I. Its superiority over the competition has got people again talking of 3DO as a 'VHS' for interactive hardware. The Wall Street Journal's report of Sega and Philips entering negoti-

ations over the hardware is still reverberating around the 3DO community. Certainly M2's exceptionally cost-effective, high-performance chipset seems the only answer to the question: what's going to stop Sony?

As M2's profile rises, so does the cost of launching it. It's estimated that launching the original 3DO system cost around half a billion dollars all told, including everything from development work to manufacturing to marketing. If M2 is to be regarded as an entirely new launch, with a sales target far beyond what's been achieved by any existing super-console, then someone needs to chip in, at the very least, another half a billion dollars.

The size of this price tag has been thrown into sharp relief by 3DO's own, recently posted financial

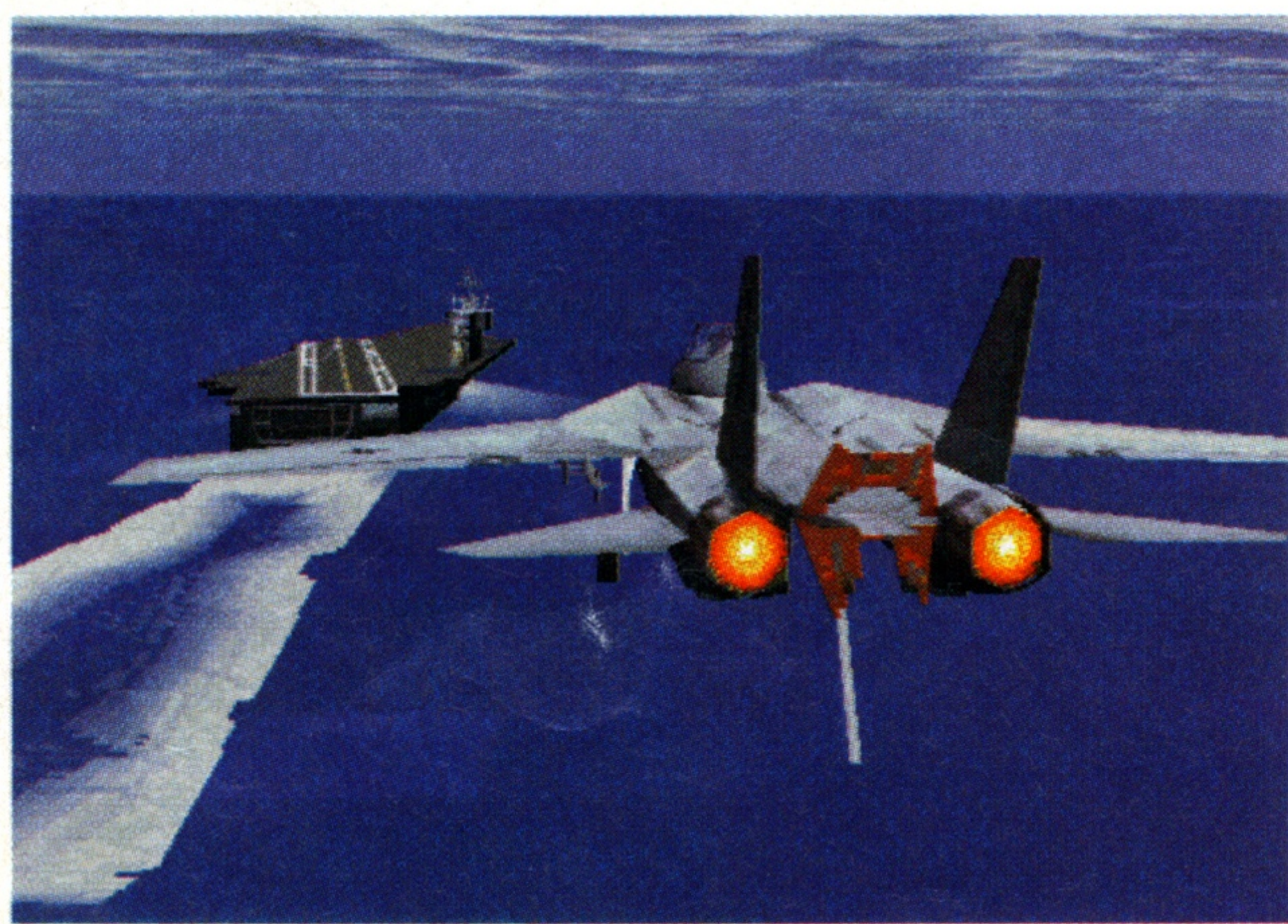
results. For the fiscal year ending March 31st, 1995, the company recorded a loss of \$46.3 million. While the company made \$18.6 million from royalties and pressing fees (almost doubling the previous year's revenue), the cost of developing M2, basic running costs, the expansion of Studio 3DO and \$8.4 million in stock incentives to hardware producers all took their toll.

One netsurfer went online to suggest these figures suggested 3DO's imminent demise. It was an accusation 3DO were

prompt to refute, claiming if the Company were to need further investment, there was no shortage of offers. No names were mentioned, but besides Philips and Sega the most obvious source of further funds is Matsushita. In the Eighties, Matsushita established the real VHS standard by buying up JVC, a move which many expect to see replicated with 3DO. If this happened, other hardware manufacturers such as GoldStar and Sanyo are expected to welcome it. Although the take-over would end 3DO's independence, Matsushita have proven with VHS they have the vision and commitment to foster standards which everyone makes money out of – not just a sole manufacturer like Sony with the PlayStation.



The behind-the-scenes politicking is one reason why a 1996 release for M2 has fallen into doubt. 3DO CEO Trip Hawkins certainly isn't in any hurry to license M2 for less than it's worth, let alone sell the company cheap. Besides his personal fortune of some \$300 million, there's an excellent roster of new 3DO titles due in late '95 (many from Studio 3DO itself) and M2 is, after all, the hottest technology around. The latest rumour is that the Sega deal involves M2 being used for next generation coin-ops such as *Virtua Fighter 3*. The 3DO Company certainly seems to be riding high, but we, like most other 3DO system owners, will only truly feel secure when those M2 prices and release dates are finally announced.



Spectrum Holobyte's *Top Gun* is the first big name movie license to be announced for M2. Initially due on PC CD-ROM this Summer, it will then be converted to PlayStation, Ultra64 and M2. The latter two versions should look considerably superior to these PC CD-ROM pictures.

MISS-FIRE

While American Laser Games has just released its most expensively produced game yet, the sci-fi blaster *Space Pirates*, it has still not got to grips with our PAL TV system.

Contrary to initial reports, the ALG GameGun is compatible with PAL TVs... but the software isn't.

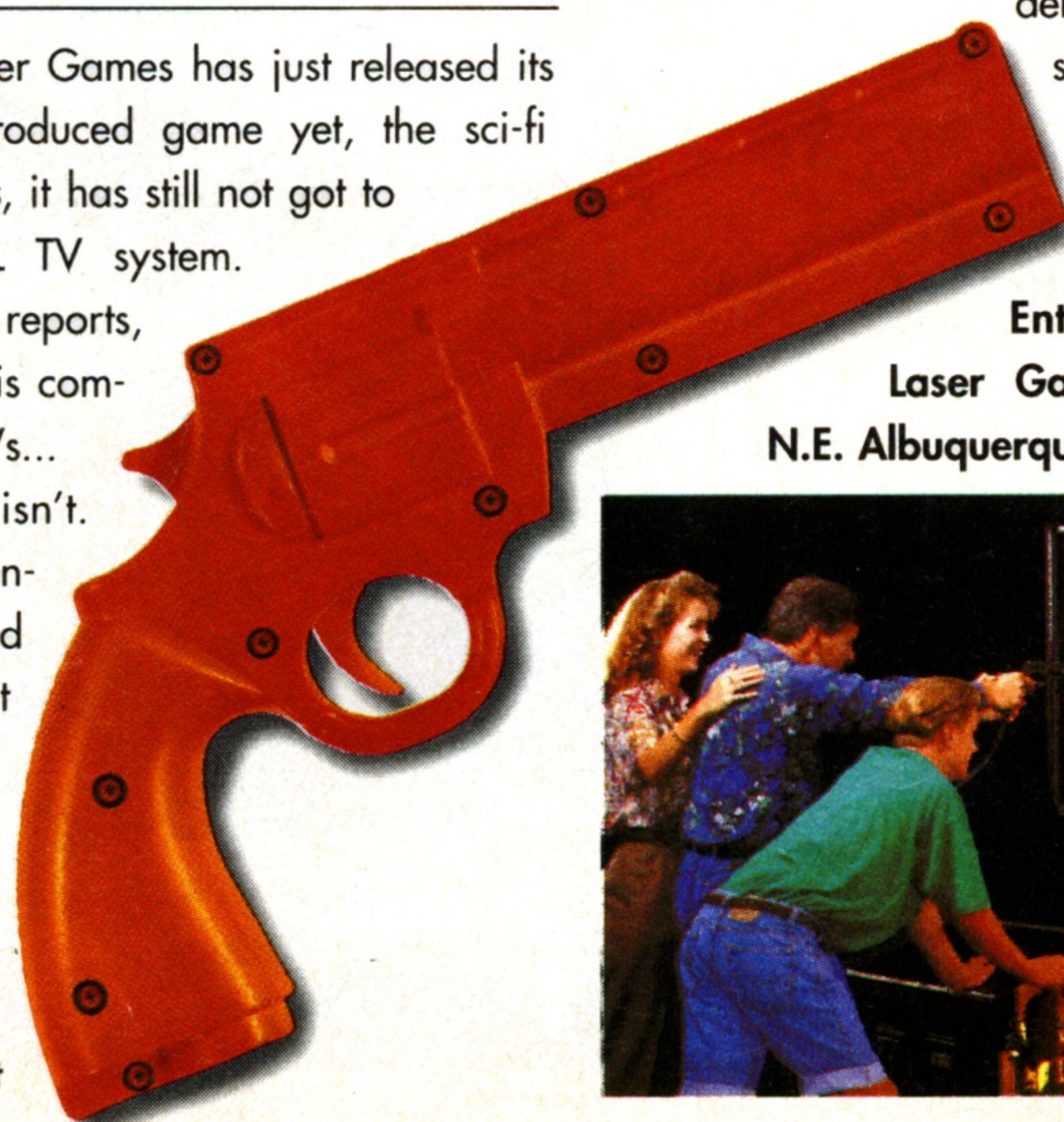
Unless titles are expensively reprogrammed to suit PAL, they won't work with the GameGun on our TVs. You can still play the games with a normal joystick, but obviously that

doesn't really do them justice. ALG are aware of the problem but are currently uncertain whether UK

demand justifies the expensive of reprogramming. If you think they should,

write now to: Jonathan Leach, VP of Home

Entertainment, American Laser Games, 4801 Lincoln Rd, N.E. Albuquerque, NM 87109, USA.



GALLUP Chart

1	Wing Commander III	E.A.
2	Need For Speed	E.A.
3	Syndicate	E.A.
4	Slam 'n' Jam '95	BMG
5	Hell	Gametek
6	Theme Park	E.A.
7	Gex	BMG
8	Return Fire	E.A.
9	Fifa Soccer	E.A.
10	Road Rash	E.A.

Week ending:
19th July



MORTAL KOMBAT IIIDO

Williams Entertainment has finally agreed to a 3DO version of its arcade smash-hit via a long-term agreement with the Panasonic Software Company. "The 3DO Interactive Multiplayer system is capable of reproducing Williams' games with full arcade realism," said Justin Heber, vice-president of Williams Entertainment. "We are excited to be affiliated with a publishing company that also has the marketing savvy and distribution channels of Panasonic."



the first releases expected before Xmas '95. "We look forward to a long and successful relationship with Williams Entertainment," commented Panasonic Software's VP Bill Gardner. "With this agreement, [we are] acquiring the rights to some of the most popular video games of all time."

Mortal Kombat III is due out this September in the arcades and the 3DO version will appear early next year. Unlike previous *MK* conversions for home systems, the game will be developed by Williams themselves

rather than Acclaim and Probe. The world-leading coin-op manufacturer also expressed support for the 3DO Accelerator: "M2 promises to deliver exceptional performance in a home game system," said Justin Heber, VP of Business Development at Williams. "The technical challenges of bringing major arcade titles to home systems will be substantially reduced with this new technology."

the right to publish 3DO versions of many current and future Williams releases, possibly including *NBA Jam*, with

CD INSTRUCTIONS

Canadian-based publishers **ReadySoft** are responsible for this month's amazingly slick demo. Besides a playable demo of *Space Ace*, there are non-interactive demos of *Dragon's Lair*, *Braindead 13* and *Space Ace*. The instructions for *Space Ace* couldn't be simpler: D-pad controls movement, while any of the three main buttons trigger an action move. The type of move or action depends on your situation, as



an FMV-based game you sometimes can only watch – a dull beep indicates the game's registered your command but a move isn't possible. A sharp beep indicates you've made a move, although it might be the wrong one! The objective is to make your escape from the short game section in a spaceship.

Space Ace was the last of a trilogy of Don Bluth arcade games, following on from *Dragon's Lair II: Escape From Singe's Castle*. It improved over its predecessors with an improved structure offering more branching points and more varied gameplay. As you'd expect of Bluth Studios, the graphics are exceptional while gameplay is certainly a huge challenge.

• If your demo disc fails to load, please return it to:
3DO Disc 5 Returns, Paragon Publishing, Paragon House, St. Peter's Road, Bournemouth BH1 2JS.
Remember to include your full address so we can send your replacement as swiftly as possible.



3DO SNIPPETS

Despite being about six months late, EA's *Wing Commander III* has made a phenomenal impact on the sales charts. According to Gallup, its first week sales are easily the best ever for a 3DO title – propelling it to number two in the CD-ROM charts and, with only a little help from PC version, number two in the all formats charts as well.

While 3DO M2 led the way for the 64bit revolution at E3, Ultra64's launch was abruptly cancelled. Nintendo claim the setback isn't due to widely rumoured technical problems – apparently SGI have finally finished the chipset – but software. The machine now won't be launched until Spring '96. Nintendo had originally sought to ensure it had plenty of games by forming a 'Dream Team' of developers and making a widely publicised deal with Williams – where Ultra64 compatible hardware was used for *Cruisin' USA* and *Killer Instinct*. However, while *Killer Instinct* is a nifty riff on the *SFII* theme, it offers little new and *Cruisin' USA* is a bland reworking of *OutRun* theme with sub-*Ridge Racer* graphics. While Sega has its coin-ops and Electronic Arts high-spec PC projects, Nintendo's traditional whimsy has long seemed most comfortable on 8bit and Gameboy formats. Getting to grips with 64bit is obviously proving harder than they expected.

America's ABC TV network has announced a joint venture with **Spectrum HoloByte**. The new company is expected to produce five games in the next two years. Gilman Louie, CEO of Spectrum HoloByte, commented: "With the advent of next generation platforms from Sony, Sega, Nintendo and Panasonic this venture with ABC will allow us to combine their [TV] programming with our interactive experience. We look forward to creating a dynamic next generation sports brand."

As reported last issue, the war over VideoCD's successor is hotting up. The Toshiba/Time-Warner system, dubbed SD-DVD (Super Disc-Digital Video Disc) has already begun talks with 'a major games hardware company.' No further details are forthcoming, although two candidates immediately spring to mind. Sega has connections into the alliance via Hitachi (who manufacture the Saturn's CPUs), while Trip Hawkins recently went on record to say the next step for 3DO was likely to be DVD rather than a quad-speed CD-ROM. SD-DVD discs can hold fifteen times the data of a conventional CD, however players can also read normal CDs, VideoCDs and CD-ROMs.

The seminal cyberpunk movie *Blade Runner* is to finally spawn a videogame version. Virgin Interactive has signed up the hugely influential movie and plans a game for 1996, initially on PC and Mac. The Las Vegas-based Westwood Studios, widely respected for their work on *Dune II* and *Command and Conquer*, are the developers who'll actually produce the game. If it does the film justice, expect plenty of conversions.

GoldStar's endlessly delayed ship-out of its 3DO system has finally happened and, at the last minute, the RRP was snipped £50 to £349, with a *FIFA Soccer* bundle. The move is the first sign that the aggressive US/Japanese price wars might eventually happen here. In the States, Matsushita finally bit the bullet and slashed a \$100 off the price of the Panasonic FZ-10, bringing it down to \$299. A similar cut in Japan took the FZ-10 down to ¥29,800 (£225). Richard Marmoy, Panasonic's UK marketing manager, claimed the cuts represented "a powerful statement of commitment to the format." Even though the UK RRP remains £399, Marmoy is "gunning for a similar price, but we obviously have to consider things like the market size, higher sales tax and such like." Panasonic certainly isn't displeased that stores such as Virgin Our Price has followed the lead of independents with a £349 pricepoint. "We've done it to stimulate the market and increase the 3DO installed base," said Joe McNicholas, Virgin's console product manager. "We remain committed to 3DO, and sales have actually trebled since the price cut – but we've also done it in anticipation of other 32bit formats being available this year." The first of these is, of course, the Sega Saturn which replicated its surprise American ship-out at E3 (four months ahead of schedule), with a July 8th UK ship. Despite its initial sniping at 3DO's pricepoint, the Saturn's RRP is £399 with margins so tight the company suggests retailers look to peripherals for their profits – a Saturn TV lead comes in at £25!

Joypad Update

3D Zero Infra-Red Controller Pack Fire International £49.99

Half the world's peripheral industry is based squarely on the muscular shoulders of *Street Fighter II* and its six-button controls. The bizarrely titled 3D Zero Infra-Red appears to be a straightforward reworking of an old SNES *SFII* design. The basic shape recalls the 'stretched Nintendo' look of the numerous, Far Eastern pads although changes the colours to imitate Panasonic's original FZ-1JP. It's a smart move considering the fact Panasonic themselves were heavily influenced by the SNES and the shoulder buttons work identically for both. On the face of the pad are the normal three buttons, with the L/R and Pause buttons duplicated above for six-button *SFII* play. In the centre of the pad are pause and stop, plus specific IR controls. An on/off button allows you to save battery power, while Player 1/2 allows you to select which control signal

After a slow start, 3DO is finally getting its regulation share of oddly shaped, Far Eastern accessories. We sort out the functional from the fashionable.

your pad will emit (the opportunity for cheating is superb!). In the middle there's a small LED which flashes with each movement to show the batteries haven't died.

The actual D-pad doesn't feel incredibly comfortable – it's a simple cross shape – but it comes with a socket so you can screw-in the supplied mini-stick. It's an old idea which some people might like, but we've yet to find a need for it. Many people would say the same about IR play as well, but contrary to expectations responsiveness is reasonable. The receiver unit plugs into the joypad port via a short

cable (so be careful if you keep your 3DO out of sight), while the two supplied pads work off a pair AAA batteries each.

Overall, the pad is a reasonable compromise if you don't want to spend the earth.

The feel is rather light-

weight, but the finish is good and unlike Euromax's six-button F40, it retains the shoulder buttons so you can still play *Need For Speed* quite comfortably, an essential feature in this office. If you fancy cordless play, this is well worth investigating.



3D Zero Controller Fire International £29.99

3D Zero's manufacturers certainly know how to shave costs. After turning a SNES design into the 3D Zero IR, just a few more tweaks produced this conventionally cabled design. The plastic emitter section has been replaced by a cord holder at the front, the battery compartment is retained (without contacts) and the IR



controls replaced by autofire and slow-mo buttons. The

latter apply two

autofire speeds to the normal three buttons and the L/R and Pause buttons as used by *SFII*. All the autofire modes require you to hold the rele-

vant button down to activate them. Slow-mo operates off the pause button, rapidly flicking it on/off so you can play *SFII* as if drowned in treacle, for the truly abominable gameplayers out there.

The feel of the pad is, of course, identical to the IR version – somewhat lightweight, especially compared to the FZ-1JP's brick outhouse design, yet overall fine. Like most cheap pads, it omits both a passthrough connector and stereo socket, but at the price is a reasonable enough purchase worth checking out.

FZ-2JPX Panasonic @ £30

We raved over Panasonic's baby pad in *3DO Magazine* 3's FZ-10 review (news section), so it's great to find the pad is available separately. Made of the same high quality materials as the original, this is a considerably shrunk down version which is much more comfortable for younger players while still being absolutely fine for adults. Besides looking

gorgeous, the fire buttons and D-pad seem more responsive than the original and whilst it's a shame there's no stereo socket, there is a passthrough connector so you can connect up more joypads if



you want to.

If you can do without any special features such as autofire and six-buttons, then the FZ-2JPX is undoubtedly the pad to go for and a great bargain at the price.

3DO SpeedPad Logic 3 £19.99

At last! A miracle! Yes, 3DO has finally got a pad which isn't about half the cost of a 16bit console. This practically budget release is based on an old PC pad, subsequently reworked by Creative Labs to accompany their 3DOBlaster card. 3DO themselves released



their own version as a standalone product for America – which was reviewed in Issue Two of *3DO Magazine*.

As we said

then, the styling is rather ugly and the top L/R

'shift' buttons unusually small (small round circles rather than long ellipses), while stereo headphone socket and passthrough connector are omitted to cut costs. Nevertheless it's perfectly comfortable to use over long periods of play and at a price substantially less than the Panasonic standard, it would make a perfectly acceptable pad. At £20 less, this should find quite a few takers. □ ssw

3DO Magazine

Comedy At 30fps

BrainDead 13 from ReadySoft

L It's something of a surprise to realise *Dragon's Lair* is now over twelve years old. It and the inevitable sequels, *Escape From Singe's Castle* and *Space Ace*, must be unique among Eighties coin-ops in that they're still selling today – unchanged and unenhanced. Produced with Hollywood production values by Don Bluth's renegade group of ex-Disney animators, the visuals remain as fresh and imaginative as they were a decade ago.

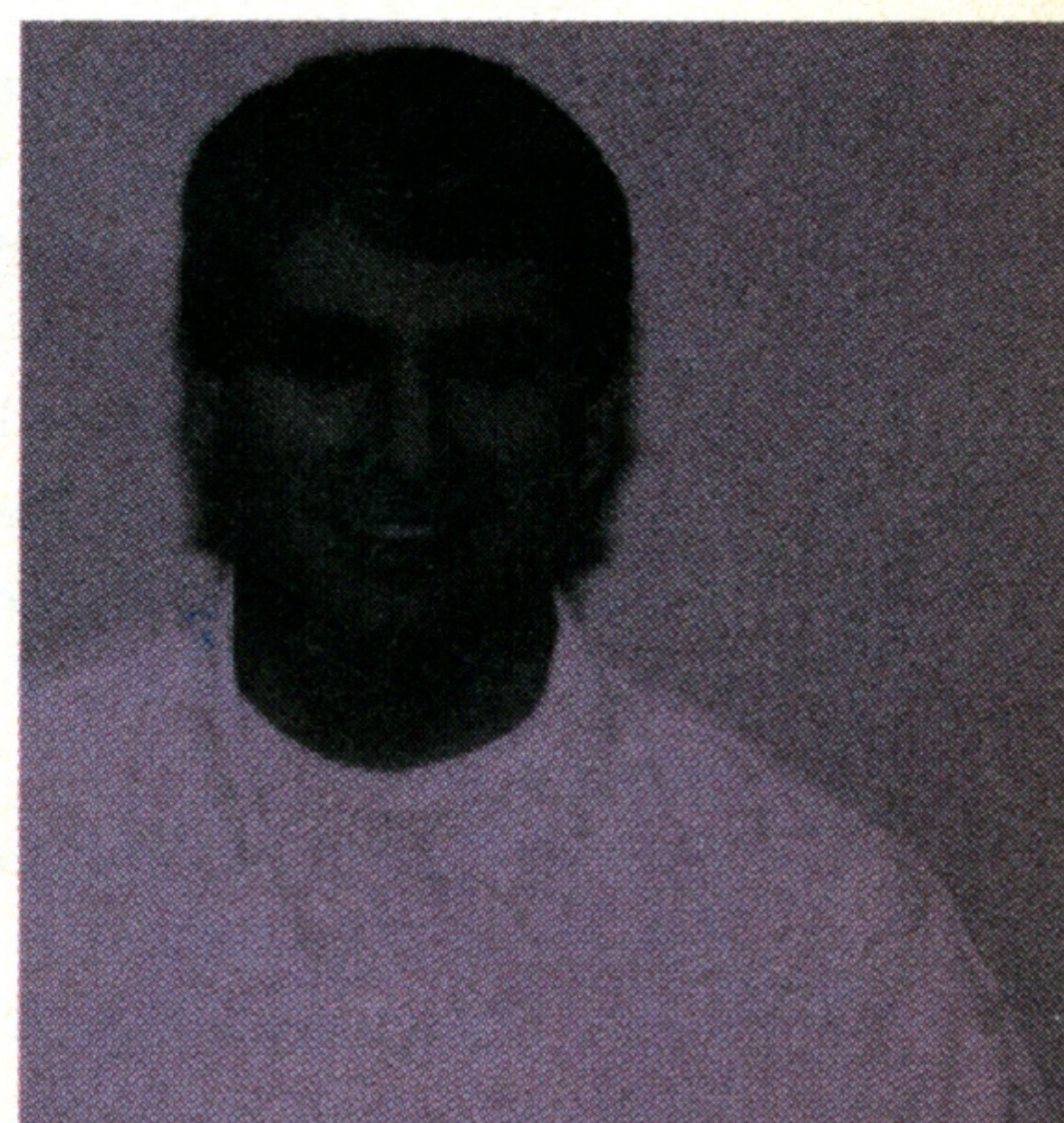
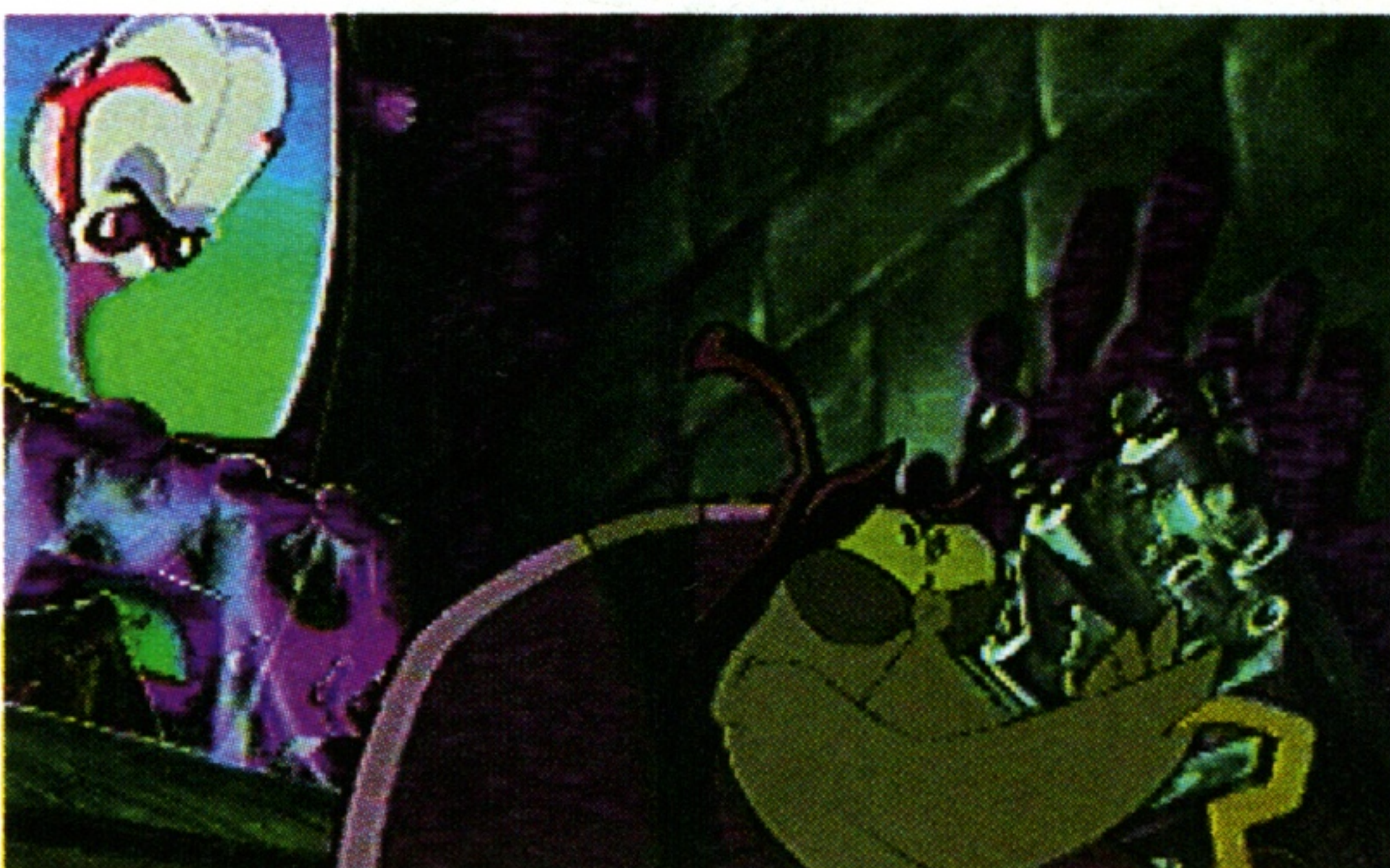
While ReadySoft remain committed to converting the Bluth games to new formats, neither have they been blind to the advance of technology since that first, notoriously unreliable Laserdisc coin-op. *BrainDead 13* was begun over eighteen months ago as an attempt to produce a *Dragon's Lair* for the Nineties.

Rather than call on Bluth Studios for the visuals, ReadySoft decided to set-up their own animation studio with the game's 30 strong team largely made up of artists. While some of the new recruits are straight out of art college, most are experienced veterans who've worked on TV series or movies like *An American Tail*.

As with Bluth's work, the animation work has been produced to the highest standards. The original imagery is 24bit colour, which will then be downgraded to suit the relevant platform. The game's design, however, makes far more efficient use of the animators efforts. 15-20 minutes of original animation is likely to fill at least two CDs and probably three, with certain elements cleverly reused to extend the experience. While the game's format is still based around FMV, the structure is far less linear than even *Space Ace*. A full-blown maze game is probably the most obvious illustration of the multiple decision points and seamless joins between actions.

As you can see from the demo, the quality of the FMV is excellent. Rather than use Cinepak, ReadySoft have their own compression techniques with *BrainDead* using the latest update – "part evolution, part revolution" according to Elton. The use of tweaked CD drivers and an intelligent memory buffer marks the main advance

After achieving world wide fame with their Don Bluth arcade conversions, ReadySoft now plan to release their own, entirely original cartoon-styled epic. Stuart Wynne spoke to project manager David Elton about his Disneyesque ambitions.



Project Manager David Elton, top right, has been working on *BrainDead 13* for over a year and a half. Assembling the artists for the project required a major recruitment drive.

with its built-in MPEG, would be even better of course and Elton admits to being very impressed by the E3 demos.

Asked what he thinks *BrainDead's* main appeal is, Elton initially picks out the stunning graphics, but then changes his mind: "The best thing about *BrainDead* is that it makes me laugh. It's genuinely funny. The death sequences are probably the best, they're so good you really won't mind dying you'll be laughing so much! That's the main thing, the humour." □ ssw
•*BrainDead 13* is due out in September from Entertainment International.



over previous games. The 3DO version will improve even further over the original, PC CD-ROM game with more colours (256 each for both foreground and background) and smoother transitions. M2,

3DO Magazine



Dr David Kirk

Chaos Master

Crystal's relationship with 3DO has appeared very rocky recently...

"We were quite unhappy with the MDF, the royalty increase. But we're looking forward and trying to determine what's the best location to invest our time and effort. What I'd really like to emphasise is that when Crystal started, 3DO was the only advanced platform so it was the logical choice for us to do all of our development on 3DO. Now we're moving on to an era with many more choices - we're going to be sharing our time between all the viable platforms as planned from the beginning."

You've got a substantial PlayStation and Saturn release schedule. Will any of those titles be converted to 3DO?

"Possibly. One of the things that we're evaluating right now is M2, which we're very excited about... Crystal's long-term strategy is to be the 32bit market leader because we are focused on the new generation of machines. Part of our culture is constantly reinventing and moving forward - we're always looking at the next machine coming out. As an aggressive early adopter it's a very important thing with us. Currently that's PlayStation and Saturn, but soon it'll be M2. Nothing's decided yet, but M2's certainly a very exciting platform."

3DO claim M2 is five to ten times more powerful than the PlayStation...

"Each platform has its respective strengths... One of the characteristics of technology is that it marches along - it leaps along - with time. Since M2 is a year later than the PlayStation, there's a lot of technology they can take advantage of. It's a different generation in some sense."

Did you find the M2 demo's at E3 believable?

"They're certainly in the right ballpark. The M2

Eighteen months ago, Crystal Dynamics were just about the only thing 3DO had going for it. Crash 'N Burn launched the machine, while demos of Total Eclipse and Off-World Interceptor sold it to people as having an exciting future. Then came the MDF royalty rise and a very public falling out. Crystal's Chief Scientist, Dr David Kirk, ponders the future.

technology with SDRAM and so on is very much at the leading edge of graphics capability. Certainly comparable to high-end graphics computers like the next generation of workstations... machines selling for \$50-100,000. A lot of those pieces of technology and a lot of the ideas from those systems are being brought down the price curve in M2. [3DO] are very, very well acquainted with the big picture of graphics technology. So no, the demos aren't unbelievable - they're very much in the ballpark."

With its new partners has 3DO tapped into a whole new realm of expertise?

"Absolutely. They did a lot of things right with the first platform, it's a very powerful machine, it has some moments of brilliance sprinkled in, but also some problems. The M2 is a much more well rounded system. Their partnerships [with IBM and Motorola] really brings in the technical heavy hitters. Those people are really serious in the VLSI [Very Large Scale Integration chip] business and they do a great job. 3DO have really brought in the hired guns!"

How impressive is M2 technically?

"From a technical standpoint it looks absolutely fabulous... They've taken a very, very good high level look at what kind of graphics system is appropriate for a really high level performance games system and they've made some really very clever changes from the approach made in the original system... As for details I don't want to violate my NDA. [The interviewer reels off published specs...]

"Z-buffering is a very important feature because... it allows the developer to look more effectively at creating the game experience rather than having to worry about the details of display... Alpha buffering will allow for a much higher quality display. The effective resolution is greatly increased by having anti-aliasing because the apparent pixel boundaries are much smaller when you can blend at the edges. In our games we have always focused on anti-aliasing - so this is a great thing for us. It moves in a direction we already attach a lot of importance to.

"I also think the PowerPC is an excellent processor choice - very powerful - while the choice of the

MPEG standard for video playback is also very valuable for us. It means we can use off-the-shelf tools to produce our video content - any standard MPEG will play."

Would you say M2 has an elegant design?

"I would say that there a lot of characteristics of M2 that show evidence of a great deal of thought being put into the architecture. It's very cleverly put together. Technical people always use that word, 'elegant'. I don't know if I'd ever describe a design as elegant but 'clever' is the word I'd use, certainly, the M2 design is very clever."

How hard would it be to develop for M2?

"Actually it's likely it will be easier than for the original platform because the additional features will not be burdensome, but in fact labour saving. For example, Z-buffering, it means you don't have to write sorting code... I'm also very optimistic that there will be a high degree of compatibility with the original platform titles on M2. Since we have a great amount of experience developing for 3DO, it would be very valuable to us if the development environment for M2 is heavily built around the same structure."

Is there anything you'd criticise about M2?

"I can't think of anything specific. Over our history with 3DO we've been fairly closely involved with them... And virtually everything that we felt was important to improve for M2, 3DO has made a good stride in improving those qualities. They really listened to the developers, from our point of view, at least."

Will there be a Crystal Dynamics game for M2's launch?

"There's certainly that possibility. We're currently talking with 3DO about our respective plans for M2. Nothing is committed, though."

When will you make a final decision about M2?

"You could probably expect to see something fairly soon. We've been a very strong supporter of 3DO in the past and there's no reason to expect that to change if they're producing a really great hardware platform. We're producing great software so there's a clear match!" □ ssw

Profile

Dr David Kirk originally made a name for himself in the high end graphics workstation business where he made no less than seven patented inventions. After joining Crystal Dynamics at its inception, he was swiftly placed right at the heart of the company's whole business approach. Kirk's awesome technical department evaluates new machines and develops the programming tools with which Crystal games are produced for them. While other software houses are made nervous by the apparent chaos caused by all the new machines, Kirk welcomes it: "Chaos is good - it's exciting! We're not against chaos. We're willing to pay attention and be aggressive and take advantage of opportunities as they come up. And with that attitude chaos is good for us."



3DO @ E3

Los Angeles E3 Show Report from from Marcus Irwin

The E3 in Los Angeles last month was The 3DO Company's first chance to really show interested parties why they believe they are, and will be, the biggest selling platform this year and onwards. Nothing wrong with that you may think, but with Sony, Sega and (well, maybe) Nintendo vying for the same title it seems that 3DO really needed to pull out the stops at the E3 to keep this target within reach. As a 3DO owner, I came away thinking that 3DO had not done this view any harm at all. Sony showed 80 odd titles, but I got the impression it was all about quantity not quality. Sega showed that they're finding it hard to take 32bit gaming by the horns. Nintendo put back Ultra64 and tried very hard indeed to show us that 16bit gaming can be fun at £60 a game (yeah, right!).

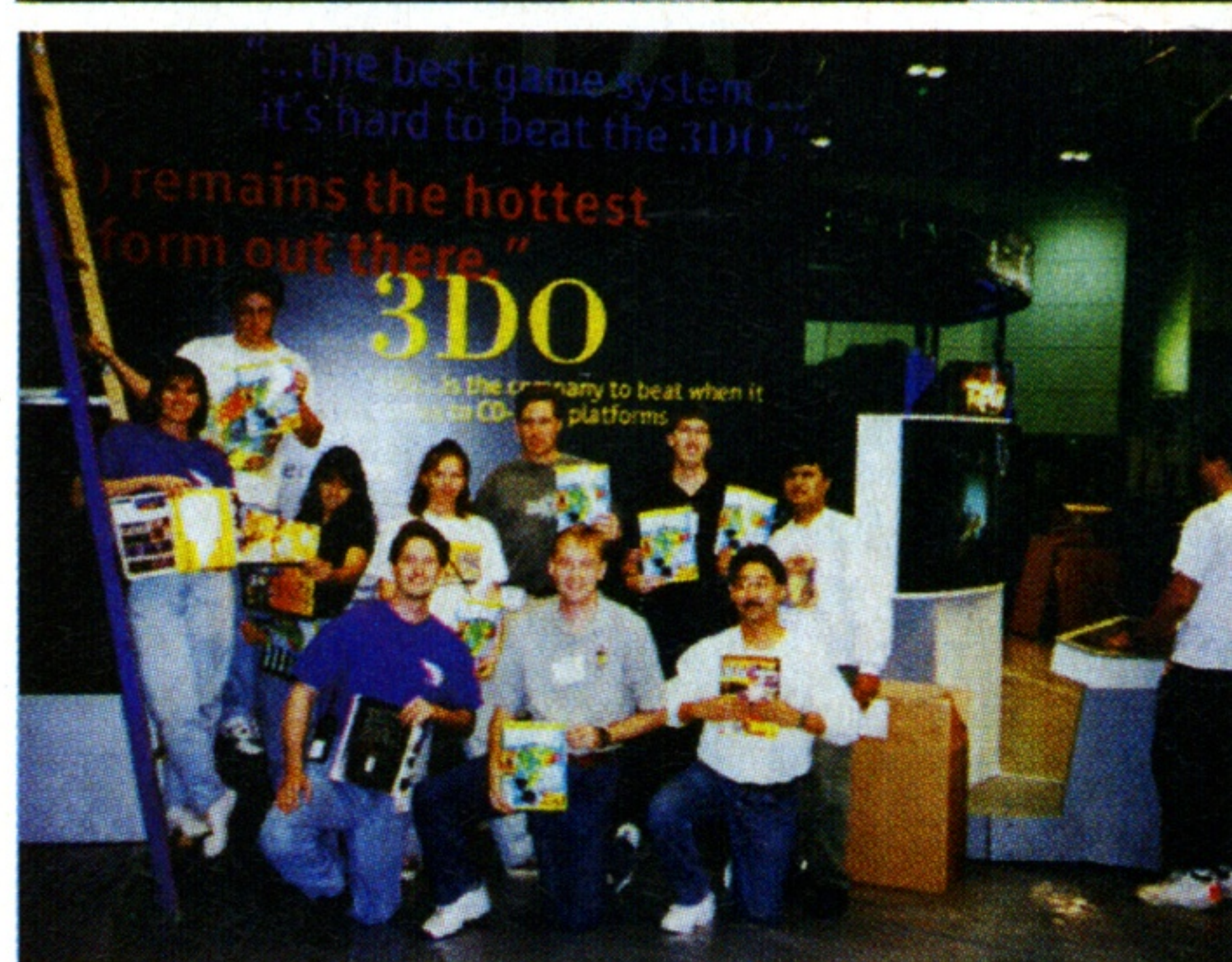
3DO, by contrast, showed that their understanding of 32bit gaming is growing day by day and so too the various affiliated software houses. This was proven at E3 with some superb looking and playable games on show. Expect around 50 different games for release this year (apart from *Doom* which couldn't be seen for love nor money), while some stunning M2 demos promised an amazing future. As much as a certain magazine likes to tell you that the future of video games begins with 'play' and ends with 'station', if M2 gets the right software they're going to be eating their words. Anyway here's a list of some games never before seen, and some old faves which deserve yet more drooling over!

ELECTRONIC ARTS

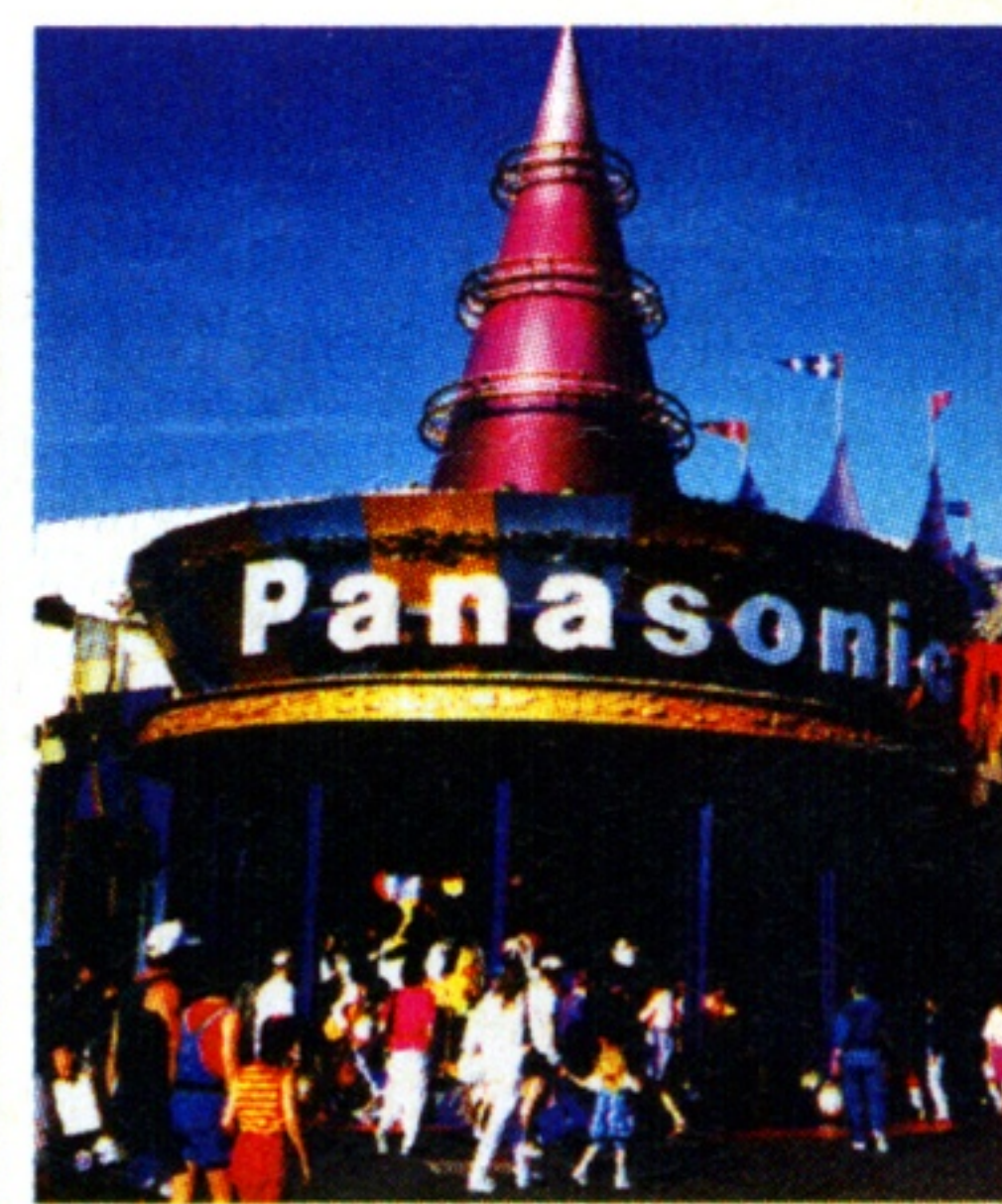
Foes of Ali

This (if the title hasn't given it away) is a boxing simulator. Not a boxing game like *Fighters' Road* on the PlayStation but a boxing simulator. Believe me there's a big difference. The differences will become clear as I explain a bit about the game mechanics. Right, let's start with the graphics. First of all you see the fight from the eyes of your boxer (though the finished version will offer loads of different angles). What you see is a texture mapped boxer standing in front of you with a photo realistic face. Believe me, it's quite frightening having two tons of crap knocked out of you by someone who looks like George Foreman on steroids. As you're fighting this gentleman you actually see his nose bleeding, his eyes getting blacker and blacker and his face generally getting uglier and bloodier as the rounds go on. But as you're giving the other

While deadlines prevented us attending E3 ourselves, Marcus Irwin, of Torc Software, did blag a trip over the pond. Below is his personal account of the world's biggest videogames Expo. For more E3 news see Coming Soon.



M2 certainly brought the crowds, and even a cheerleader or two, justifying the efforts of both the 3DO crew and Panasonic.

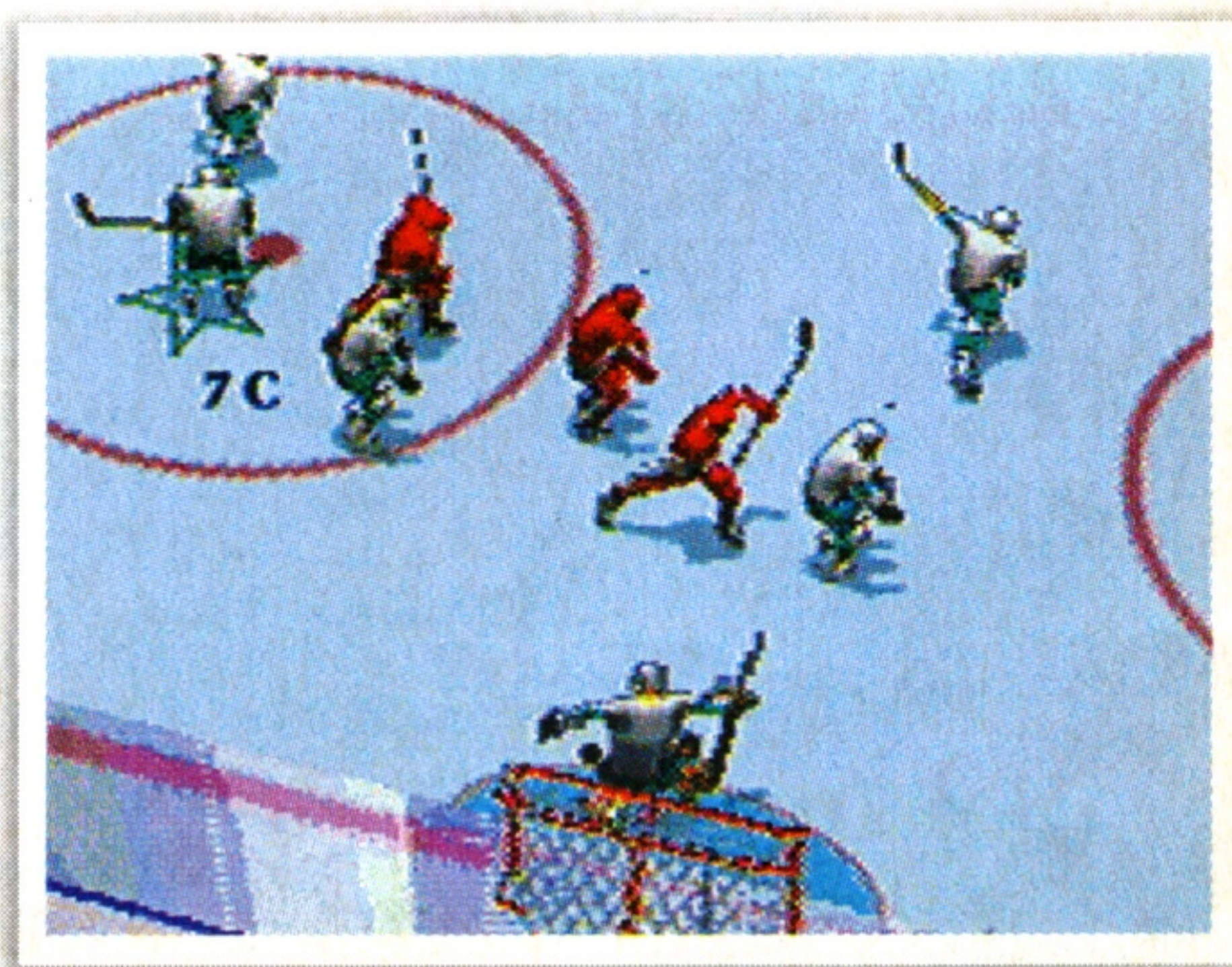


boxer a good 1-2-3 in the face he's doing the same to you. Now here is the really cool part. As your face gets slowly punched in, your eyes start to close up and the screen starts to blur on the side of the screen you're getting punched on. Get a real battering, and both sides blur so you can only see punches aimed at your nose. To top it all, if you get knocked out when you get back on your feet, you'll see everything in double vision and have to stay out of trouble until you get your senses back. This title should be on sale by October this year and will be another feather in 3DO's hat.

NHL '96

Yep that's right, *NHL '96* from EA is coming our way. With five different views and all the players from the NHL included, plus a bonus of having six daisy-chained players a la *FIFA*, this has a good

chance of being Sports Title Of The Year on any console. (Believe me this game is fast and easy on the eye). With games like *FIFA*, *Madden* and *Slam 'N Jam* on the 3DO system, one thing it can't be knocked for is its sports sims. Maybe the quantity



isn't there but since every sim is pretty much the best in its category on any system, who cares?

Psychic Detective

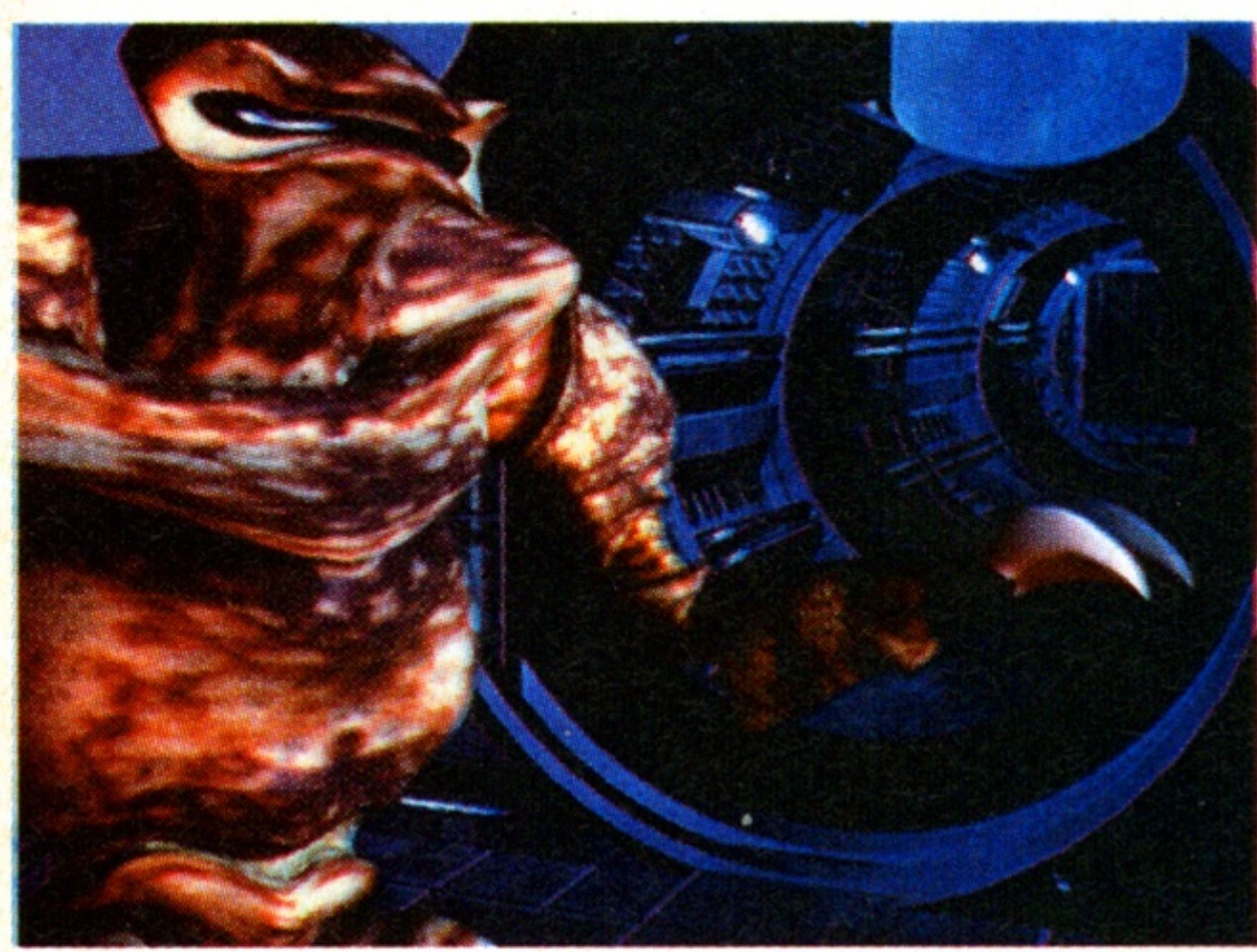
Another interactive movie (what do you expect when you buy a console called the 3DO Interactive Multiplayer for God's sake?!). The story line goes



that you're a private detective with a difference, the difference being that you have strange psychic powers and you have to use these strange powers to solve some grisly murders. Despite my usual detestation for these sort of games, I was actually quite impressed with this one. It's so weird and original it might actually be a hit.

Shock Wave II

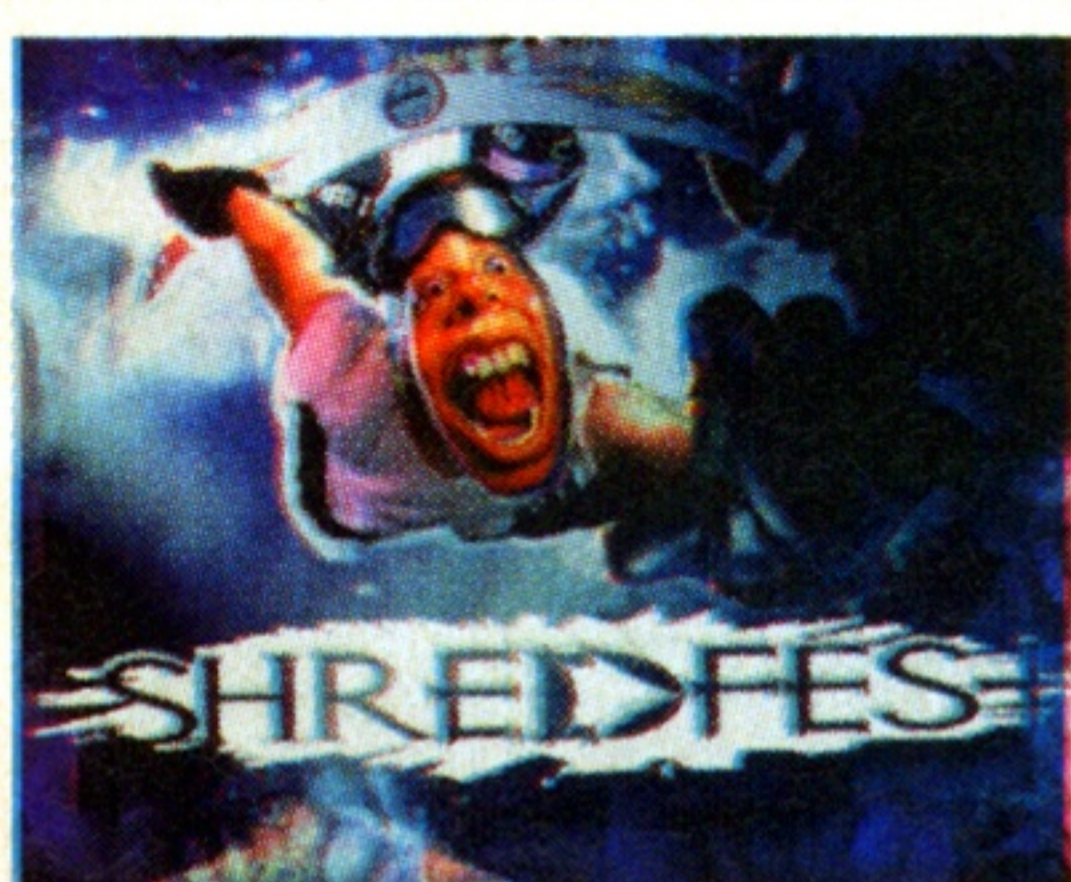
I've never been a huge fan of the original, but the sequel looked very smart. The graphics are stun-



ning, while the more open structure suggested a lot more depth.

Shredfest

After the astonishing *Road Rash*, whatever Monkey



Doo produced next was guaranteed to attract huge attention. While little was on show for this snowboarding arcade game,

there's no doubt it will be huge.

GOLDSTAR

Firewall

A texture-mapped shoot-'em-up which looks similar to *Shock Wave*, only instead of piloting a futuristic, hi-tech aircraft you're controlling a futuristic, hi-tech tank. Looks promising.

INTERPLAY

Blackhawk

A side-scrolling platformer with more than a pass-



ing resemblance to *Prince Of Persia*. 1,000 frames of rotoscoped animation, 20+ levels, shoguns, whips and plenty of logic puzzles are among the attractions on offer.

Casper

A sickly, Spielberg produced movie about the



'friendly ghost' is turned into a videogame with 20+ complex puzzles secreted within Whipstaff Manor. Casper can fly through walls (of course), travel through electrical outlets and morph into various useful objects.

Clay Fighter



The classic SNES morphin'-comedy-beat-'em-up should be perfect for 3DO.

Descent

Raved over PC blast-'em-up, similar to *Doom* but



with spaceships. 30 levels, light-sourcing, automapping, repair stations, power-ups, rock music and texture maps to the max.

Rock N Roll Racing

A superb isometric SNES racer gets updated for



3DO. No ingame shots or demos though, just these lovely pre-rendered grabs.

Waterworld

The polar caps have melted, drowning the land and wiping out most of humanity. Those that sur-



vive war among themselves, while searching for a legendary island. The videogame makes extensive use of FMV, with eleven rendered 3D action sequences making up the gameplay.

INTERPLAY/INFOGRAMES

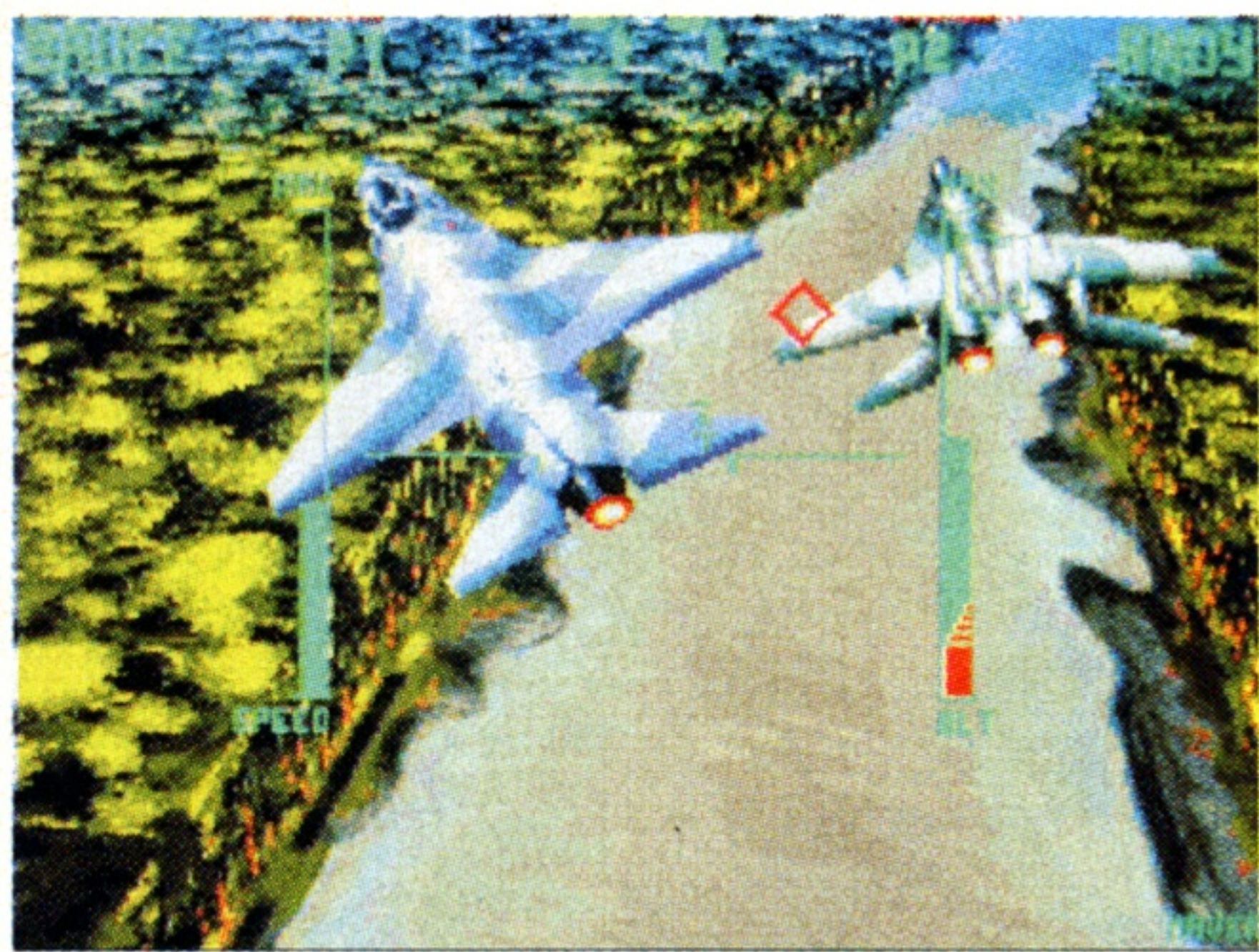
Alone in the Dark 2

If you liked the first one but wanted more fighting and less puzzles this one's for you. And for those of you who wanted more puzzles and less fighting, tough! – wait for *D*. It's also worth bearing in mind that while Interplay's NTSC *AITD2* is due soon, Infogrames' PAL version will be delayed so that it can be produced in glorious fullscreen mode.

JVC

Deadly Skies

This arcade-style shoot-'em-up gives you a choice >



> of three aircraft: an F16, MiG-29 and F-117A Stealth Bomber (sic). The game adopts a behind-the-aircraft view in true *Afterburner* style for fast-action duels with an enemy aircraft piloted either by a friend or the computer. Missiles, lasers and cloaking devices are the weapons of choice, while graphics are a mix of polygon aircraft and pre-rendered backgrounds.

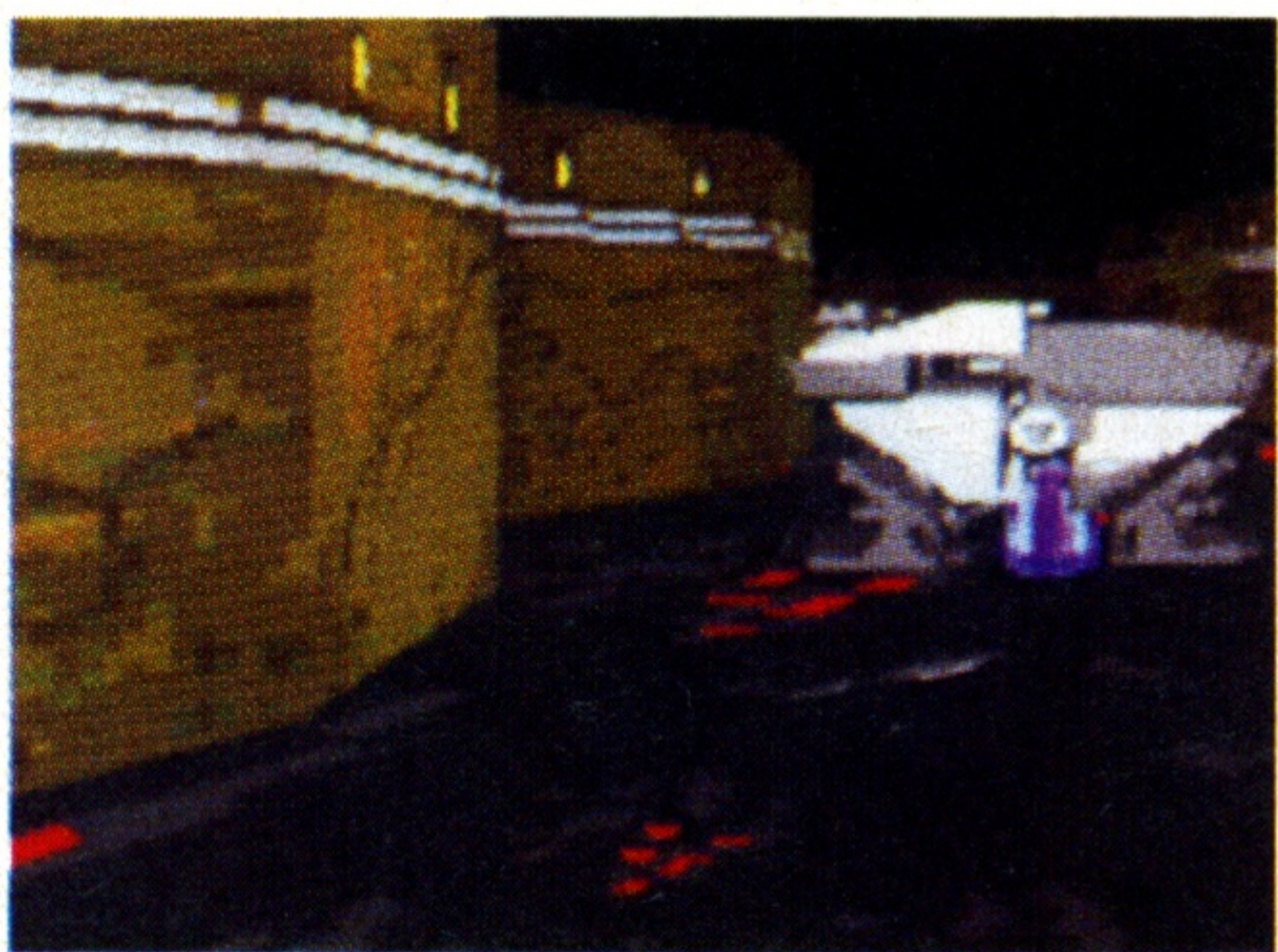
Varuna's Forces

Didn't see this one, but the blurb looked interesting with a *Space Hulk* scenario. Basically you control the eponymous forces in question, an elite group of soldiers, tasked with infiltrating alien bases. You get to guide the troops' dropship down to landing, then command the troops as they explore *Doom*-style corridors.

PANASONIC

Biosfear

Returning from a deep space mission, your ship is forced to investigate the failure of your only stop-



over point. On your arrival you find that the robots on the planet have gone loopy. The only way home, is to land and take back the installation with mega-violence. An interesting *Doom/Descent* clone.

Carrier: Fortress At Sea

Produced in conjunction with the Discovery Channel, this is based on a TV documentary of the same name. However, rather than simply rerunning it in FMV, this ambitious edutainment title uses a wealth of schematics, 3D models, stills and FMV to provide a comprehensive guide to the USS Carl Vinson, a nuclear powered aircraft carrier. There's even a Challenge Module which asks you to pilot an F-14 as it comes into land. A must for *Top Gun* fans, this should at least be better than Mindscape's dreadful *Space Shuttle*. [Autumn]

Cyberdillo

A unique 3D perspective for a very strange game

which baffled most people at E3. To quote the flyer: "My butt hurt... a lot," - Amanda Hugginkiss, after her first game of *Cyberdillo*.

D

One thing *D* is not is an interactive movie. *D* evidently is known as an interactive horror movie and from what I've seen of this strange title at the E3, it is definitely the latter. Basically if you crossed *Alone In The Dark* with *7th Guest* and gave it a chainsaw this would give you a pretty good idea of what to expect from this superb looking title. All in all, I'd heartily agree with last issue's acclaim for the Japanese version and there's no doubt the US version will do well. UK PAL letterboxing of an already letterboxed title could be a pain - but innovative puzzles and great style make it well worth a look.

Isis

Another interactive puzzle game. This one is a bit more like *Myst* than anything else using some



amazingly colourful graphics with the extra bonus of having music by Earth Wind and Fire, plus live footage of their last concert and interviews with the band too. (For you kids too young to remember them they had big shoes, big flares, big affros and they danced a lot).

Scramble Cobra

This Genki/Pack-In-Video collaboration is currently being promoted in Japan by Matsushita, but no



word as yet on who'll handle the UK release. The game clearly tilts its rotorhead at *Shock Wave*, adopting a very similar graphic engine with similar limitations. As in *Shock Wave* you don't have much control over your height, but this is compensated for by some great texture maps. Everything from copters to aircraft carriers

are very well drawn, while the HUD display is arguably the most involving and realistic this side of *Flying Nightmares*. Fast and fun, if this tweaks its awkward handling it could be a big hit with shoot-'em-up fans.

Trip D

For those of you out there who have played *Tetris* and *Columns* and are dying to play these on the



3DO system you're in luck because this is a cross between both of these falling tile type games and is bound to sell very well.

STUDIO 3DO

Phoenix 3



Developed by Gray Matter, this uses high quality FMV to gloss over the transitions between a space combat sim, like *Wing III*

only more fun apparently, and a side-scrolling bit where your guy runs along with a gun - *Green Beret*-style. Looks promising.

PO'ed



This is definitely the sure fire hit of the year as *PO'ed* has it all. Basically a *Doom*-clone with a jet pack, lots of blood, lots of nice

touches and lots of gameplay (oh yeah and a very silly sense of humour indeed). It just keeps getting faster, more gory and more deranged with every new version. Fabulous stuff! □ mi

3DO Magazine

competition

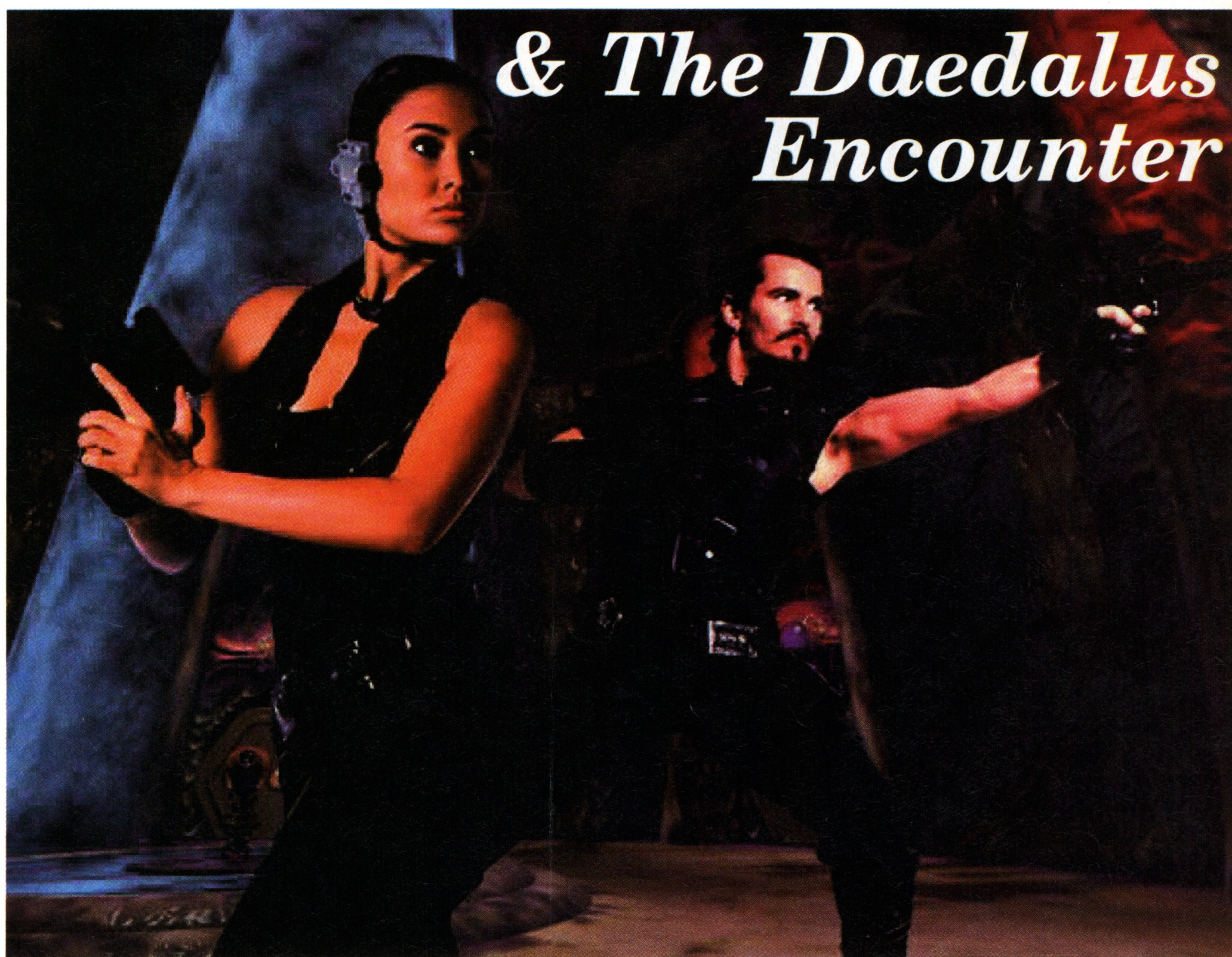
3DO
Magazine

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& The Daedalus Encounter

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MECHADEUS

and a built-in Memory Management program. Tia Carrere and the sleekest, curviest 3DO system yet are obviously a match made in heaven. To get your hands on this magical pair, answer these two easy questions.

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worthy of Tia's talents?

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3DO Torc

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By the time you read this we should all be piloting the victory in *Wing Commander III*, learning the intricacy of Harrier control in *Flying Nightmares* and maybe, blasting Genestealers in *Space Hulk*. If not, then why not?

3DO has delivered some spectacular titles, but we feel of 'late' release dates have become works of fiction. O.K, so Saturn & Playstation with over six months on the shelves, haven't got exactly a mind boggling choice of software titles between them and must be giving some of their new owners second thoughts. Not to mention both companies obsession with making each machine totally non-compatible to all others. I'm sure Sony haven't forgotten what happened to Betamax®!

On a more positive note, M2 certainly looks to be the canines B*****s; but what's the point of all this distant techno hype when all we want is software now! Too much hard and not enough soft, a recipe for disaster in anyones language. Unless you're into porn movies I suppose.

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Raging Bull

The Foes Of Ali from Electronic Arts

Although E3 was the first public whisper about *Ali*, the project has been in development since October '93. Project Manager Roland Kippenhan no longer remembers whose idea it was – “it’s so long ago now” – but developers Gray Matter are confident it was theirs. The first 3DO unit was just about to ship then and “hopes were high for it being accepted as the de facto standard,” says Kippenhan. “We were starting up a lot of projects, sort of like the beginning of the Amiga... At the time 3DO was the only platform which could support the game.”

4D Boxing by DSI (now EA Canada) was undoubtedly a big influence, but even so the game floundered in development hell for nearly a year. “There’s been a lot design changes,” admits Kippenhan. Initially the idea was you could create your own boxer, but it never really gelled. Then in June '94, the Mohammed Ali licence was signed up, giving the game both a title and a clear direction. “Since we signed him up it’s just been fantastic... Like the September '94 issue of *Sports Illustrated* had Ali as the number one choice, of 40 individuals, for the person who has most significantly elevated the world of sports in the last four decades.”

The licence also brought changes at the Toronto-based Gray Matter, home of *Boulderdash* and *Infiltrator* whizzkid, Chris Gray. One of the company’s veteran teams was shifted onto the project, with Dave Bright as lead programmer, Bryce Cochrane heading up 3D graphics and veteran programmer Misho Katulic. The team had a long list of credits churning out 16bit licenses, most of which had to be written to incredibly tight deadlines – eg *Wayne’s World!* However, with EA’s innovative platformer *BOB* and, best of all, the surreal, highly playable *Ren & Stimpy*, they’d shown world class talent.

FIRST STEPS

The team certainly leapt at the chance to develop for 3DO. “The machine was a quantum leap from the SNES and Genesis,” says Bright, “the development environment is very nice.” Katulic agrees: “600K is pretty big for an OS but on the other hand it’s fully featured. There’s a lot of stuff in there which saves you having to write it yourself. Also, they’re still working on it – the last major release cut it down by over 100K.”

After M2, one of E3’s biggest hits was *Foes Of Ali*, a stunning polygon-based beat-’em-up – on 3DO II! Besides all the usual camera angles, it offers a stunning first person-perspective complete with double vision and swollen shut eyes. In the battle of polygon bone-crunchers, Gray Matter are confident the science of boxing will easily outpoint its brawling competitors.



Despite it being the team’s first 3D game, both they and the 3DO system have coped rather well.

“The original design was for two fighters with 325 polygons each, running at 12 frames per second. As time went on, the speed went up and up. I guess we realised we could do a little better. It just looks so much better now – the original boxers were quite blocky.” Currently, the game boasts 450 texture-mapped polygons per fighter, plus another 100 polygons for the ring itself. “We’ve locked it down to 15 fps from pretty much every angle, from first person view to two players and showing much of the ring.”

Katulic is certainly very proud of the 3D engine. Rather than use 3DO’s own 3D library, they spent months slaving over their own system. At its core are lots of “lovingly hand-crafted assembler” for the most speed critical routines. “With this engine I think we really could do *Virtua Fighter* on 3DO.”



It’s a knock-out! The finished game will have over a dozen KO’d falls. Rotoscoping various punchdrunk collapses was apparently good fun, for the programmers at least!

LOOKING GOOD

Unlike *Virtua Fighter*, *Ali* makes extensive use of texture-maps for more realistic-looking characters. Seamlessly blending all the textures together was a big challenge for artist Yi Zhao. “We went through two to three revisions,” admits Cochrane, “and some of the early ones were quite frightening, like pasted together Frankensteins!” The end result has certainly rewarded all that effort however, providing a far more realistic effect than anything yet seen.

Because the 3DO system handles texture mapping in the hardware, with no hit on CPU speed, *Ali* has an individual texture map for every single one of each fighter’s 450 polygons. “In the end we came up with a unique tool, Syze, that allows us to take a texture map and wrap it around a single >

> polygon model. We're pretty proud of it."

More innovative thinking is illustrated by the fighters' animation with a mere 150 frames for all the moves. "That doesn't sound so high," admits Bright, "but we use key frames and have the 3DO interpolate between them on the fly. This means we don't actually have to store every single frame for a move. It looks a little hairy if you look at the code, but it does it without any division math so it's very fast." [3DO's ARM60 lacks built-in division functions, so any division calculations make a big hit on performance.]

To make the animation as realistic as possible, the team originally planned to use motion capture. They bought in the widely used *Flock Of Birds* system, "But we better not go into that," says Cochrane, laughing, "the problems were with the software provided to capture data, not the hardware. Origin ended up writing their own capture software from scratch but we didn't have time. In the end we went to a local TV studio, brought in a former Canadian lightweight champion and hooked him up with optical sensors."

It was more rotoscoping than motion capture, but it provided the solid foundation they wanted. This library of moves was then tweaked for each fighter. Kippenhan says he'd be "greatly disappointed" if you couldn't recognise a fighter just by the way he fights. "Individuals have distinctive moves and style. For example, Ali has this way of being able to duck back away, just bend his body back, something that nobody else has ever done. Also, if you watch a lot of his fights you'll see where he puts his left arm all the way out and just holds his fist in the opponent's face." Bright promises the other fighters will be equally well researched, "Henry Cooper tends to use his Henry's hammer quite a bit, while George Chuvalo just sort of sticks with straight jabs."

WORLD CHAMP

Due for an October release, everyone seems confident *Ali* will be as big a videogame champ as the man was in real life. "Boxing is a science. That's what we're really trying to work into the AI," says Bright. "We want to give people the sensation of

THE CONTENDERS

Foes Of Ali isn't just a game, it's a history lesson on the world's greatest boxer. "You can go through and fight his foes in the order he did," says project manager Roland Kippenhan. "Each time you do that you get a bit of historical information about what really happened, the style of the other person and how it came out." Of course, there's also an exhibition mode where you can have any two fighters against each other, a two player mode and a tournament mode where you can have all your mates round.

So far Kippenhan has signed up seven boxers aside from Ali including Sonny Liston, Henry Cooper, George Chuvalo, Jimmy Ellis, Bob Foster, Ken Norton and Chuck Wepner but hopes to add

thinking in a ring instead of just going in and pounding your opponent. Also, while in other games fighters have the same amount of strength right through to the end, our characters can tire themselves out."

The same realism applies to combination moves: "We're going to try and do it just as it would be done in boxing. Putting together a string of moves to attack your opponent, instead of just hitting a button and allowing it to build up energy." There will also be some special moves, "but no flaming fist punches" – except possibly as a cheat!

There will, however, definitely be plenty of

three more. "The plan is certainly to attempt to get Frazier and/or Foreman. We'll see how it goes." Kippenhan reckons *Ali*'s legal work is equivalent to about eight other projects combined: "Every boxer's got his own lawyer and they all have to be dealt with as individuals. It's a complete nightmare, terrible, absolutely terrible!"

However the uprating of *Ali*'s foes wasn't due to lawyers. "It is a game after all," says lead programmer Bright, "you didn't want to have Ali just clobber everyone because he's such a good fighter. Also, because the way you go through it historically, we've made some of the fighters a bit better than they really were to make it into more of a game." Unsurprisingly, Bright won't divulge which ones!



The *Ali* team: clockwise from Ms Carolyn Cudmore (artist – user interface), we have Misho Katulic (programmer), Bryce Cochrane (artist – 3D animator), Yi Zhao (artist – texture maps & 3D models), Mark Kerr (audio) and Dave Bright (lead programmer).

blood. "If you saw it at E3, we kind of forgot to turn that off," admits Cochrane. "People weren't into changing viewpoints so all you saw was a kind of red blot." This will be toned down somewhat, but there's no escaping boxing's basic violence and if that provokes controversy – "Good!"

Play in first person perspective and you get blurred vision, red outs, even a white out effect. "If you get punched in your eye, it begins to swell shut," says Bright, "the screen will start to go black in a semi-circle which advances across screen. If your right eye is swollen shut then you won't be able to see a left hook." These effects play to 3DO's strengths with transparency effects difficult to replicate on other systems.

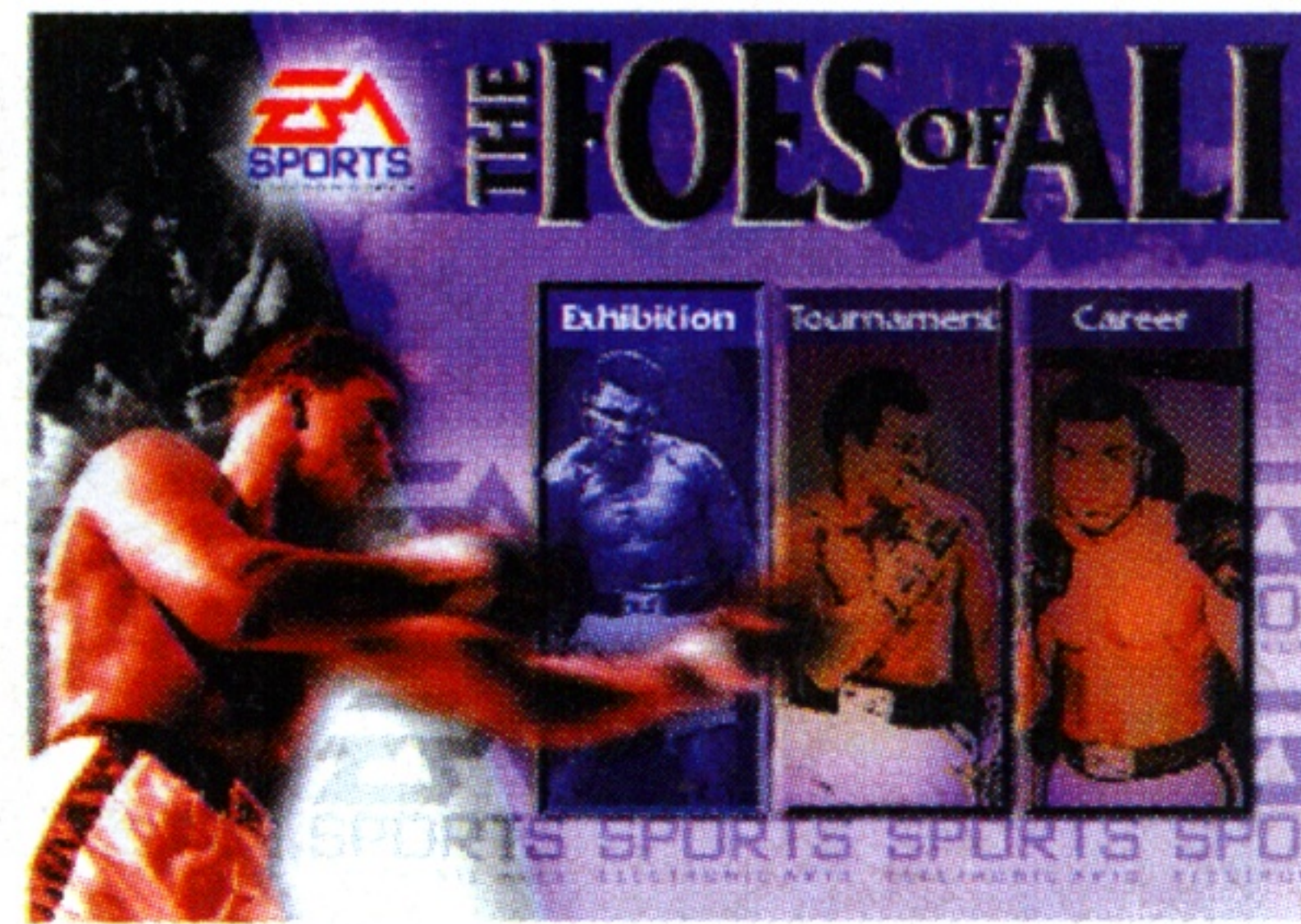
The team's obsession with realism reflects Cochrane and Katulic's passion for the sport, both of them boxing as kids. Bright laughs as he remembers how his mother pulled him out when she thought he was becoming a bully.

Kippenhan's interest is more with the big fights, particularly Tyson. And as that troubled fighter hits the comeback trail with the biggest cash bonanzas in the history of sport, the combination of boxing and polygon graphics could make *Ali* very much the game of the moment. The sheer fist-in-face realism of *Ali* is unlike anything yet seen, providing a visceral impact that really will have you ducking and bobbing as the fists swing in. With the roar of the (sampled) crowd, plenty of blood and blurred vision *Gray Matter* are confident they'll do justice to the 'greatest' fighter ever with the most realistic beat-'em-up yet. □ ssw

•*Foes Of Ali* will be released in October.

3DO Magazine

To fully recreate that big fight atmosphere, Gray Matter gathered together everyone in the office and taped crowd noise ranging from the obvious: 'Hit him!' to period detail 'Impeach Nixon!' to the simply bizarre: 'Will you marry me Lisa?'



Taking an incredibly realistic, texture mapped likeness of a real fighter and turning it into badly swollen, cut-up mess would delight Jake La Motta. But only Ali-class fighters will be able to avoid getting damaged themselves, with blood flooding into your eyes, above.

On The Prowl

Prowler from Electronic Arts

Like all Origin games, *Prowler* is as notable for its epic narrative as the actual game engine. The war into which you're plunged is no lowly superpower conflagration, but a galaxy-spanning war against a hi-tech alien race, the Illumen. You must defend numerous planets against their imperial ambitions, before launching your own attacks on the bases defending the route to their heartland.

This epic quest will involve not only plenty of high-intensity combat, but also uncovering vital

After providing the definitive space combat sim with *Wing Commander III*, Origin are getting down and dirty with humble battlefield combat. Only instead of trenches and bayonets, they've decided giant hulking robots are the killing machines of choice in the 21st century...



clues and solving intricate puzzles to keep human hopes alive. In the game you're the commander of a Terran Robotic Infantry unit equipped with huge, walking tanks that look like they've just stomped out of a manga film. Besides controlling your own unit in battle, you're responsible for mission selection, weapon outfitting and hardware upgrades.

The robots are undoubtedly the stars of the show. The clash of the titanium titans features an impressive range of fully texture-mapped 3D machines. These are constructed with properly modeled joints which have been programmed to react with 'real world' kinetics. If a Prowler leaps into the air, its legs will realistically recoil upon the impact of landing.

The lumbering mechanoids fight it out within dramatic 3D worlds, fully texture mapped, with



As with their definitive *Wing Commander* series, *Prowler* features plenty of interaction with your home base, right, to instill a sense of atmosphere. The alien landscapes, above and bottom right, look quite stunning.

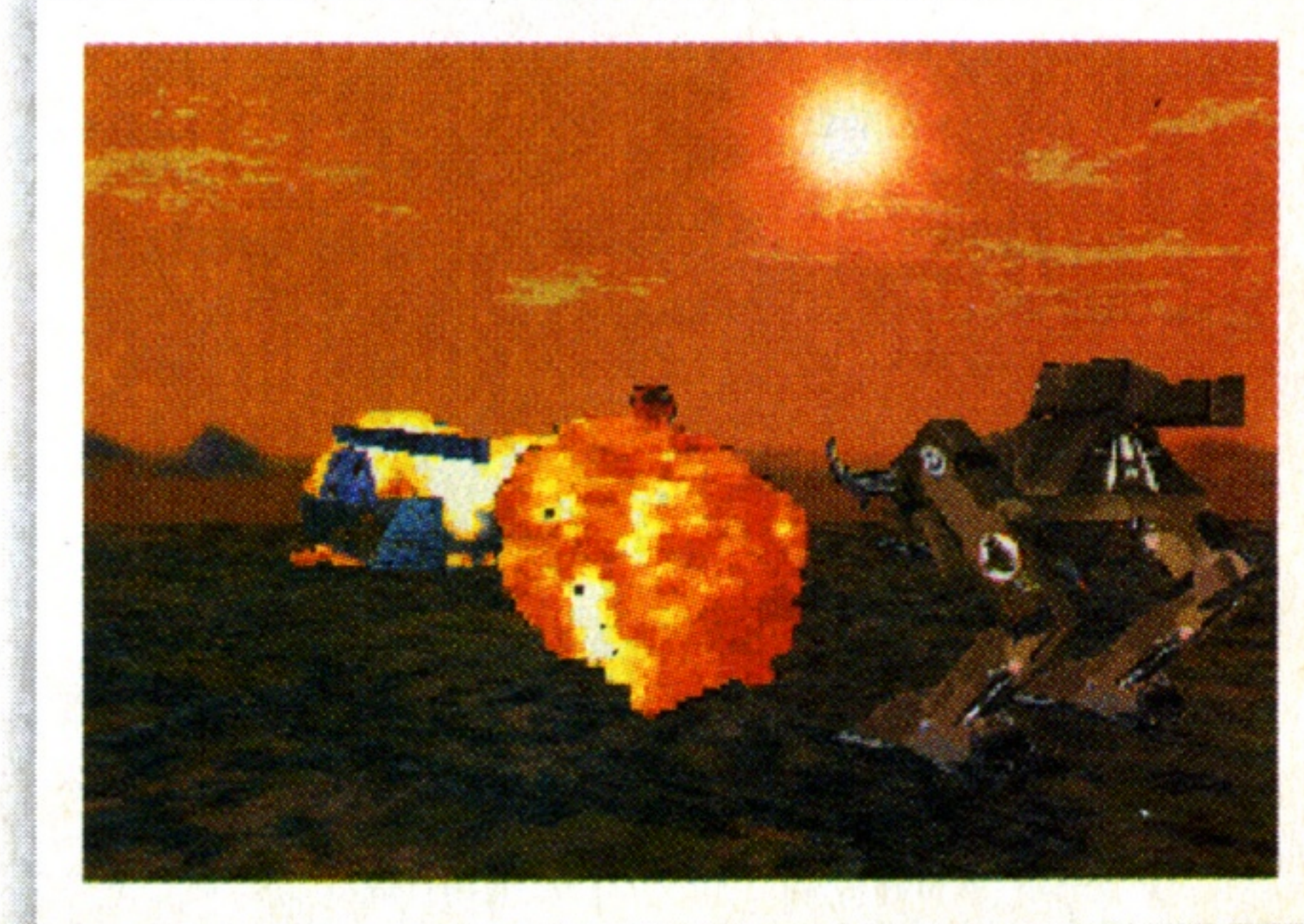
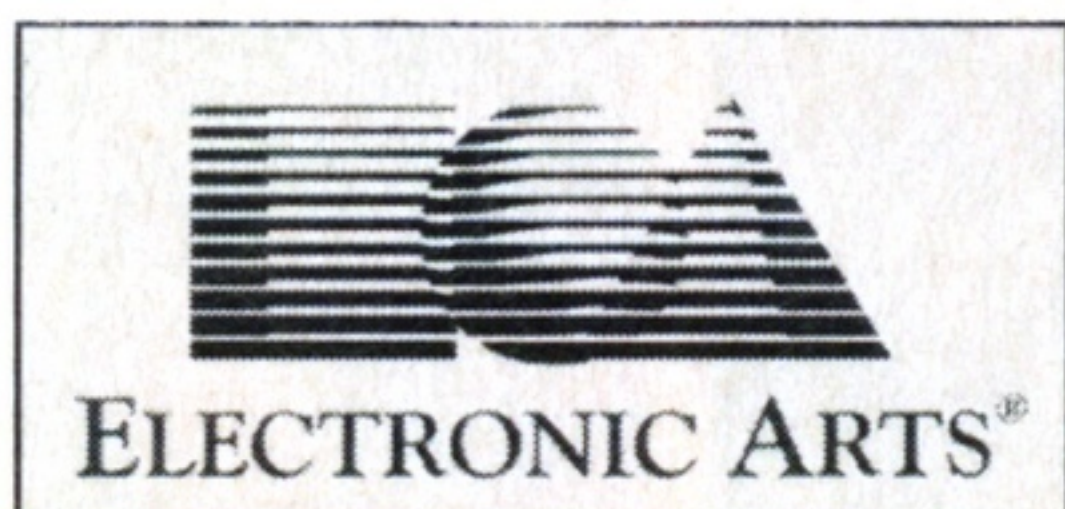
some atmospheric skies as a backdrop and stunning Dolby Surround Sound. The early graphics on show lacked a little detail on *Shock Wave II*'s impressive showing, but were still quite evocative.

The various interlevel screens are great, of course, and beside the full campaign there's a Virtual Simulator for more immediate entertainment. Melee mode offers frantic free-for-all combat against massed Illumen mechanoids, while Obstacle and Roam offer more sim-style tests.

If *Prowler* lives up to its early promise, this truly epic challenge could well rival the *Wing Commander* series for box office appeal. □ ssw

• *Prowler* is due for release this Autumn.

3DO Magazine



Doom Slayer?

DeathKeep from SSI

SSI surprised everyone with the original *Slayer*, presenting 3DO's first AD&D game with the best *Doom*-style graphics the system had seen. Barely six months later, its sequel provided another shock at E3 with not just a new scenario, but a radically overhauled graphics system.

Project manager Marion Clifford estimates *DeathKeep*'s graphic engine is "up to 250% faster." It also boasts "non-orthogonal walls" – which is to say the math is sophisticated enough to allow for more complex shapes than right angles. Floors slope, like in *Doom II*, while "true 3D space" means there can be structures up to eight levels high in a room.

As in the original, characters can look up and down, but now they can also fly! Slipping off ledges into freefall, flying down dank tunnels and using magic to leap to distant platforms are intrinsic parts of the game. Add in a host of spectacular spells to hurl about and *DeathKeep* is looking very hot indeed.

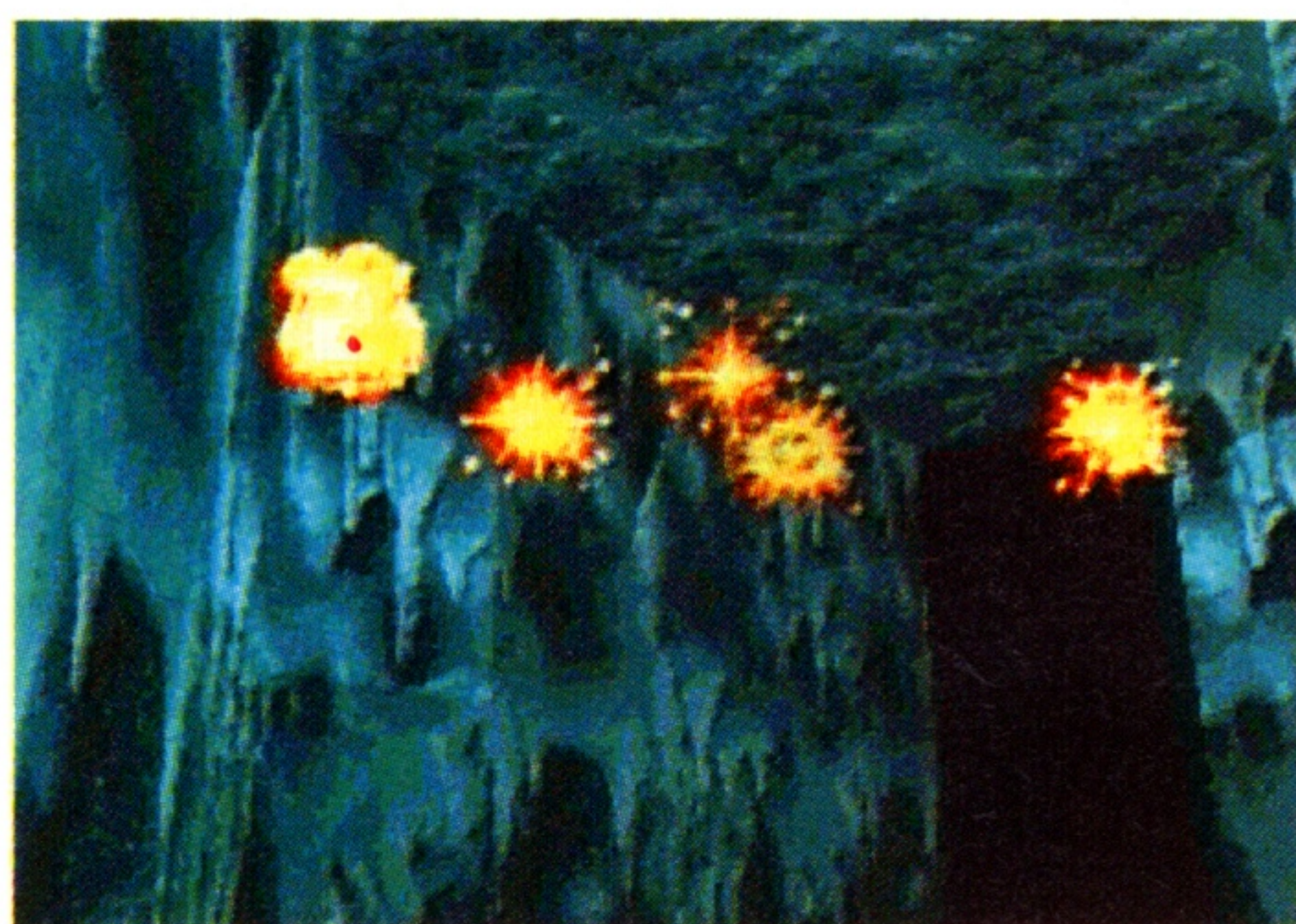
DeathKeep also promises a more sophisticated game structure than its predecessor. *Slayer*'s choice of 25 characters and randomised dungeon generator has been replaced by a sharply focused storyline, with slick cinematics to reveal character details. While there are now just three characters on offer – a male fighter dwarf, a male half-elf fighter mage and a female elf mage – the *DeathKeep* is a much more believable battleground. Each of the 25 levels has eight floors, while icy caverns, huge towers, the Necromancer's fortress and the Oracle's domain provide distinctive locations.

Crowding the corridors are no less than 27 different types of monsters, including AD&D regulars such as Tanari'ri, Mephits and Golems. As you can

see, the Ray Harryhausen-style skeletons look particularly good.

According to Marion, the game's artificial intelligence has been enhanced over PC equivalents with "more varied monsters with different abilities and attacks." At E3 the designers were quite open about the criti-

Out in the wastelands a supremely powerful Necromancer has made his escape. The prison which held him has become a charnel house. The inmates are the warders, while their captors decompose in the cells. Only a fool would venture a quest into the *DeathKeep*...



SSI promise an even more elaborate collection of monsters and ghouls for *DeathKeep*, with the weapon wielding skeletons, top, looking particularly spectacular...



cism they'd received over the original, especially in comparison to *Doom*. But rather than claiming *Slayer* was AD&D and an entirely different sort of game, they've set about upping the speed, variety of monsters and especially the size of end-level monsters. The result is a game which really does give *Doom* a run for its money in the action stakes. A single-level demo at E3 was simply great fun to play.

However as you'd expect of an AD&D game, simply hacking away at enemies is only part of the

fun. There's also plenty of sophisticated traps and mind-boggling puzzles to figure out. This depth is clearly the strong point of most of 3DO's upcoming titles. As developers struggle to get used to rival systems, 3DO developers are now experienced enough to concentrate on pure gameplay. On this count particularly, the depths of the *DeathKeep* look like an irresistible challenge. □ ssw

• *DeathKeep* is due out in August.

3DO Magazine

Playing Dead

Killing Time from Studio 3DO

Studio 3DO have come a long way since *Escape From Monster Manor*, graduating from technical wizards to master software developers – and *Killing Time* neatly marks this transition. Unhindered by *Monster Manor*'s incredible, four month deadline, Studio 3DO's *Killing Time* shows them revolutionising the *Doom*-dominated genre they previously failed to conquer. This definitive new title promises enough action and depth to guarantee satisfaction from all gameplayers

As detailed in **3DO Magazine 3**, the plot has you trapped on an island, the only shelter an enormous mansion, its grandiose kitchens, ballrooms, bedrooms and labyrinthine gardens providing the play area for this mammoth adventure. Unlike videogame cliché, this huge battleground isn't split up into levels, but is a single play area. Using a new, continuous streaming technique the game is constantly loading in data so that when you move from the kitchens to the hallway, for example, there isn't the briefest pause – let alone an atmosphere breaking status screen. As you can imagine, this marks a huge break with previous games. You really do feel like you're exploring an actual building and the various puzzles can spread across the entire house, not just a single level. Unsurprisingly, Studio 3DO's Larry Reed has already applied for a patent on this brilliant new technology.

Another innovative touch is the use of Full Motion Video for enemy characters. For the first time in a 3D maze game, most of the sprites have been generated using digitised film footage. When a trio of Tommy gun wielding thugs loom into view, it's obvious these are real people rather than clever artwork. Which makes their blood-spurting death sequences all the more shocking!

To ensure a wide range of enemies, Studio 3DO called on the talents of Rick Carter, the make-up artist behind *Nightmare On Elm Street 2-5*, *Texas Chainsaw 3* and *Day Of The Dead*. Carter created various bizarre make-up effects, such as the knife-impaled chef, to make for a stunning cast of characters – 24 in all, including seven often helpful ghosts and some computer-generated monsters. The 3DO system's excellent transparency effects make for some particularly believable ghosts, infinitely more terrifying and fascinating than any of *Doom*'s grotesques.

It all adds up to a stunningly atmospheric experience. Wander through the smoothly scrolling, richly detailed corridors and a distraught hostess

One of the most eagerly awaited titles of '95, *Killing Time* sets new standards for videogame visuals, combining an innovative arcade adventure with fabulous, first person graphics. As it rushes toward completion, we leapt at the chance to experience this metaphysical mystery thriller first-hand.



appears, begging you to lift the spell from her house that has her and an army of ghosts forever trapped in time. The mission to discover the cause of her death and the puppeteer behind this extraordinary, time capsule mansion provides as compelling a narrative as you could wish for as you roam through the atmosphere saturated rooms...



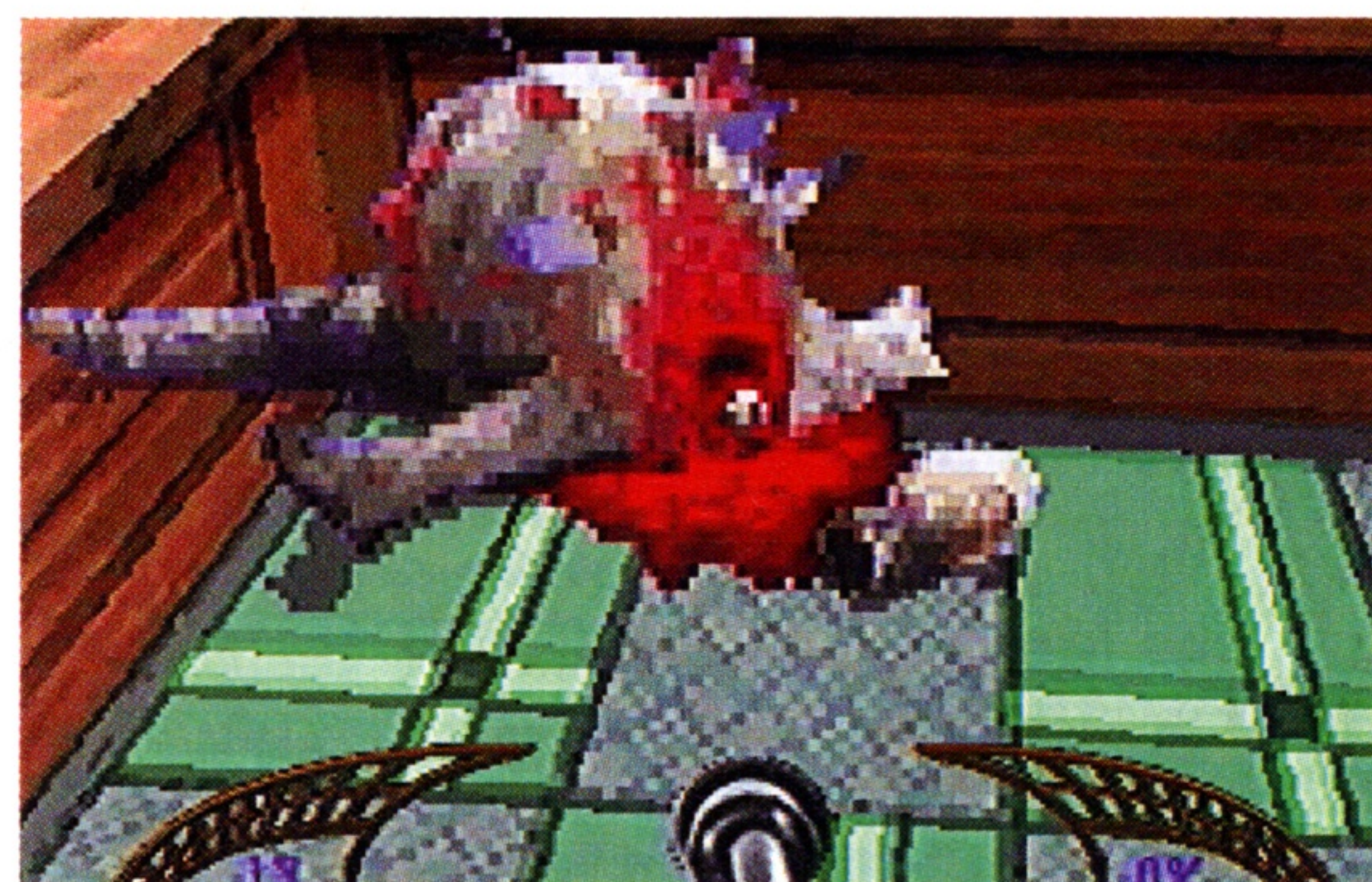
The impact of the game is profound, mainly due to the authentic period detail, from the costumes worn by the ghostly inhabitants, to the stunning architecture to your own,

1920's weaponry. The shock of seeing a dancing couple, oblivious to your presence, glide from nowhere to talk and confide, smoke and dance, before flickering into nothingness, is profoundly affecting. Observing these ethereal inhabitants is important too, as many relate clues to the tragedy that's befallen the house...

Not all of the ghosts are so disinterested however. Many, like the punch-throwing matron patrolling the kitchen, or the rifle toting hoods that prowl the gardens, are well aware of your mission and provide full blooded opposition to your mortal well



being. There's enough gun fights to make your exploration as fraught as possible, Studio 3DO injecting a level of graphic ultra-violence that makes this a supremely gory (and satisfying) experience for bloodfest fans. Witness the exploding-head chefs or the blood-splattered mess left by shotgunning a hunter. With plenty of hidden rooms and secret passages to ensure you never take a seemingly deserted location for granted, adventure buffs will also be grateful for the save game facility, essential for this mammoth thriller.



Preview discs of *Killing Time* have caused an excitable stir, its unique visual sumptuousness, superb, period authentic scores and engrossing narrative inviting much anticipation. The ambitious design is perhaps less surprising when you consider the man responsible, 3DO's John Hight, who has previously won a New Media INVISION Award, ITV A Golden Reel Award and CIDA Best Of Show (1982) for his interactive designs. Certainly, there's no other videogame like it for atmosphere, the only comparison coming to mind being Kubrick's *The Shining*. Imagine wandering the corridors of that spooky mansion, then add in the carnage of *Doom* together with a snake-like plot and you've got a mouth-watering prospect. If Studio 3DO deliver on the gameplay promised, *Killing Time* should make for one heckuva haunted house. □ mcw

• *Killing Time*, published by Studio 3DO will be available in August.

The ability to pan up and down enables you to admire the stunning architecture, below, and blitzed bodies, right. Atmospheric details, such as the decorative paintings, above, make *Killing Time* a unique experience, albeit packed with enjoyably familiar blasting action.



3DO Magazine

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Late Challenge

Onside from Elite

Among a fistful of fun innovations, probably *OnSide*'s most significant match-winning feature is the guv'nor – a comprehensive management sim. If sitting on the touch line barking instructions, clouting fans and collecting bungs is your thing then this is the game for you. Drawn from the four European premiere leagues (80 teams), over 1000 players can be bought and sold to create the ultimate team, with physios, training games and specific practice modes available to assess players and thus inform your decisions. This high level of detail available to the budding managers means that if you wish, you can bypass controlling players on the field, enjoying the game purely as a battle of wits and tactics.

The majority of football fans however, will enjoy the management side only as an added extra to the on-pitch fun. Match day excitement is enhanced by *OnSide*'s second, innovative touch; the commentary system which follows the current PC trend for mentioning player names. A very exhausted actor is currently recording the 1000-plus names and various linking statements to put on CD, which Elite insist the game will intelligently cue and splice to fit play as it develops. This should add enormously to the atmosphere of the game and the skilful manager will get a big kick out of hearing his latest signing constantly getting possession of the ball. The complexities of designing such an elaborate database of samples, that can be located and spliced immediately to provide a convincing commentary is immense, but Elite are confident they can pull it off, and if they do so, they might create one of the most atmospheric sports titles ever.

Fortunately, these added extras haven't been developed at the expense of the gameplay itself. At this pre-alpha stage, *OnSide* looks as visually attractive as its peers, with brighter graphics than the sombre *FIFA* and as much arcade action as *Striker*. Gameplay runs at an impressive 25fps with eight different camera angles to choose from, plus all the usual weather conditions and pitch variations. Over 7000 frames of animation make for very convincing onscreen movement, complete with ref and linesmen, which can be admired in the obligatory action replays.

Overall, *OnSide* looks very promising indeed, with particular emphasis on the control system so

Although there's currently only two 3DO football games, fans may feel a new title is superfluous with the exemplary *FIFA* and *Striker* to choose from. However, Elite are not simply muscling in to be seen as a contender. Their objective is clear – to produce the ultimate football simulation...



The scaled sprites are already looking impressive in *OnSide*, although Elite artists are currently refining them, frame by frame, to make them even more lifelike.



that the wide variety of shots and skills can be accessed as intuitively as possible. Indeed, Elite are so determined to make this the definitive footie sim, they're even going to give players full control over a variety of celebration routines – for that all-important leap of victory or twenty foot slide on your knees after scoring! ☐ mcw

• *OnSide* will be published by Elite in Sep/Oct.

3DO Magazine



Eye Of The Storm

Captain Quazar & BattleSport from Cyclone Studios

Whilst next generation consoles have tended to seduce with alluring visuals and more realistic (or bizarre) gaming environments, Cyclone Studios have focused on the real point of accelerating hardware capabilities – to deliver a fuller, more exhilarating experience. In doing this they've also adhered to an unspoken philosophy that has underpinned the success of the 3DO – to take games not just from 16bit to 32 bit, but to a new level of gaming experience. By allowing videogame jockeys to share their remarkable new games with a friend, simultaneously exploring the mechanics, Cyclone Studios have reached a new pinnacle in interaction that will seduce all game addicts.

This success shouldn't come as any surprise though, as their founder is Helmut Kobler, who, between October '92 and December '93 was a key player in the promotion of the 3DO launch. Developing the press kit and other launch materials for Trip was, according to Kobler "a real pleasure... he's a pro". But whilst Kobler was helping to prepare the world for the 3DO revolution, he was also becoming increasingly fascinated by game development. The small band of innovative 3DO launch titles inspired his sense of potential not just for the machine, but for games themselves. Here was a machine that allowed the type of videogames Kobler had always dreamed of to actually be produced.

The small band of innovators led by Trip had soon ballooned into a tightly organised, committee led company, intent on global domination, and Kobler began to nurture ideas of a small band of similarly inspired individuals with a 'vision thing' behind them. His pet project was forming in his mind, a glorious, isometric arcade game that would redefine the genre with extraordinary animation, sublime gameplay and a frankly obscene amount of carnage... After 3DO was launched, Kobler and lead programmer (and co-founder) Ron Little spent four months setting up Cyclone Studios. Storyboards were produced and test graphics mocked up. Finally, Studio 3DO invited Kobler to make the game a reality as one of its first external developers. A team of videogame junkie programmers was swiftly hired and *Captain Quazar* began his journey to world-wide fame...



It's a truism to say that if an already great videogame can support two players simultaneously, it becomes twice as great a game. Certain titles have transcended time and fashion with two-player brilliance – *Super Mario Kart*, networked *Doom*, *StreetFighter II* – and *Captain Quazar* and *BattleSport* are about to join this elite band with simply extraordinary gameplay you won't be able to resist.



Too Good To Be True

The obvious influences for *Captain Quazar* – *Smash TV* and the *Commando* genre of upscreen blasters – fail to do it justice by way of introducing the game. Whilst *Quazar* faithfully shares the same maniac affection for gratuitous, non-stop violence

as its predecessors, it cranks up the intensity by a factor of ten for arcade action better than any arcade game. Kobler cites *Desert Strike's* freedom of movement and the cartoon style of *The Horde* as key influences on *Captain Quazar*, but again, these are just starting points for

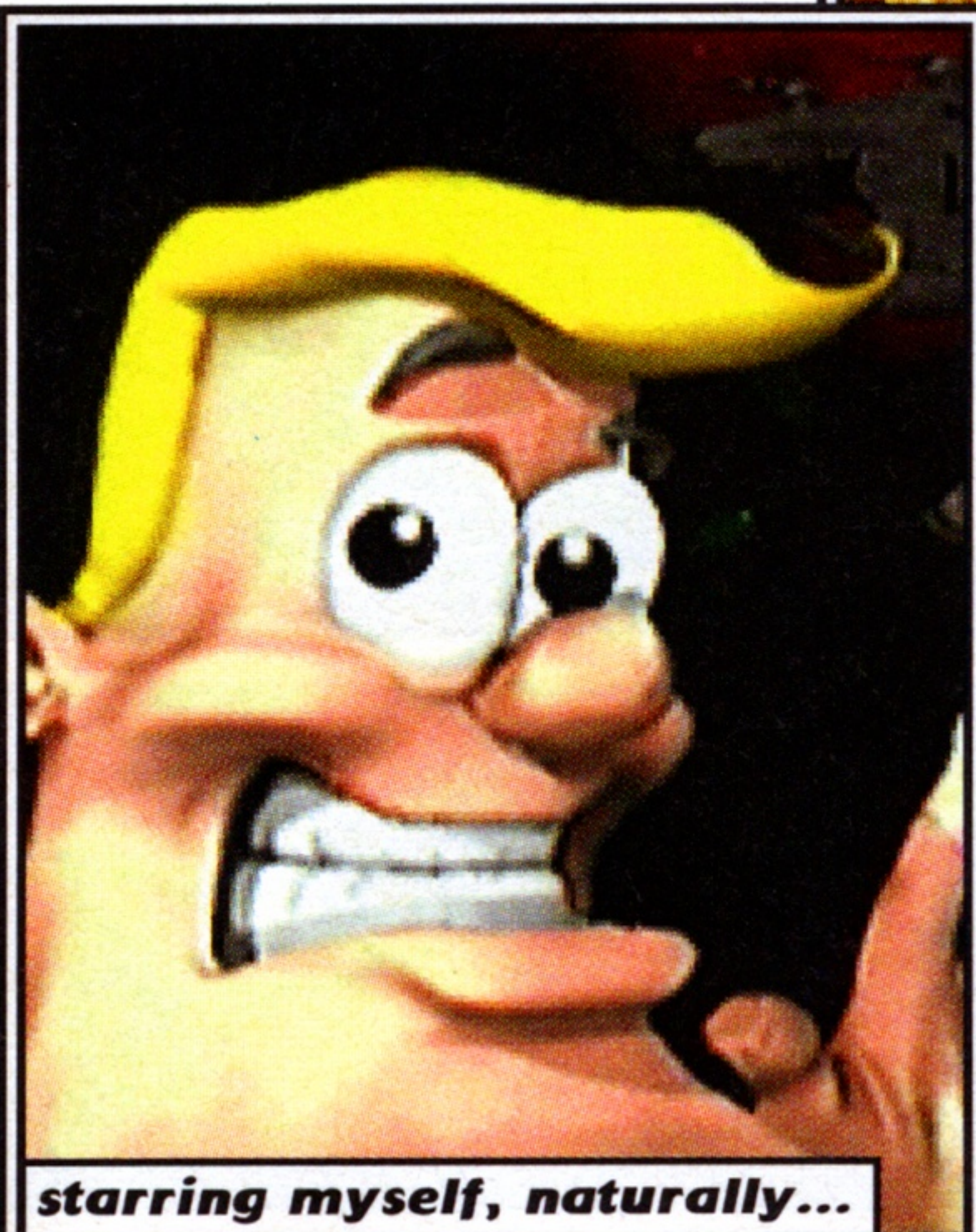
Cyclone's unique title.

Initially, it looks cute. Almost too cute. *Quazar* himself is a cartoon caricature of heroism, his blue jumpsuit, pumped up pecs and immaculately upstanding blonde quiff lending an air of wholesomeness typical to a legion of tiresome arcade

The Cyclone Studios team (top row, standing, L to R): Maarten Kraaijvanger, Subha Ghoshal, Helmut Kobler (President, Project Manager on *Captain Quazar*), Kerry Moffit, Tod Erickson, Greg Savoia, Tim Ryan, Heli Burgess and (bottom row, L to R) Ron Little and Evan Margolin (Project Manager *BattleSport*).

clones. But the gun he holds is... well, too big for a goodie, so big that he needs both hands just to carry the thing. When the baddies appear, scattering fire with machine guns and lasers, you naturally let loose a few shots and are startled to see your sprite reel back on one foot, the recoil from the machine gun gradually propelling him backwards. These baddies do need a few rounds of machine gun fire to finish them off though, stumbling and spinning, they jack-knife away propelled by a torrent of bullets in the most satisfying fashion conceivable. But whilst the machine gun is ferocious, *Quazar's* top mounted missile launcher is just plain obscene. Let loose a shell and anything in its path is incinerated, bodies crumbling to ashes, >

Welcome To Captain Quazar...



starring myself, naturally...



Hi, Y'ALL FOLKS!

plus my good pal Lieutenant Pulzar...



going dizzy with all these crazy missions...



...our stoogie chewin' boss sends us on.

Where you ask?
I'll tell ya where...

ALL OVER THE PLACE!!!



blasting enemy missiles...



protecting mother earth...



THANKS, QUAZAR

freeing prisoners of war...



and making moolah.

You wanna' join in dude? Y'all need
some qualifikashions. Y'all need to
have an ability to *whup* an!



Gotta' make them
goons **D-E-A-D**...



either toast...



Well... maybe we do get outta
control, just now and then...

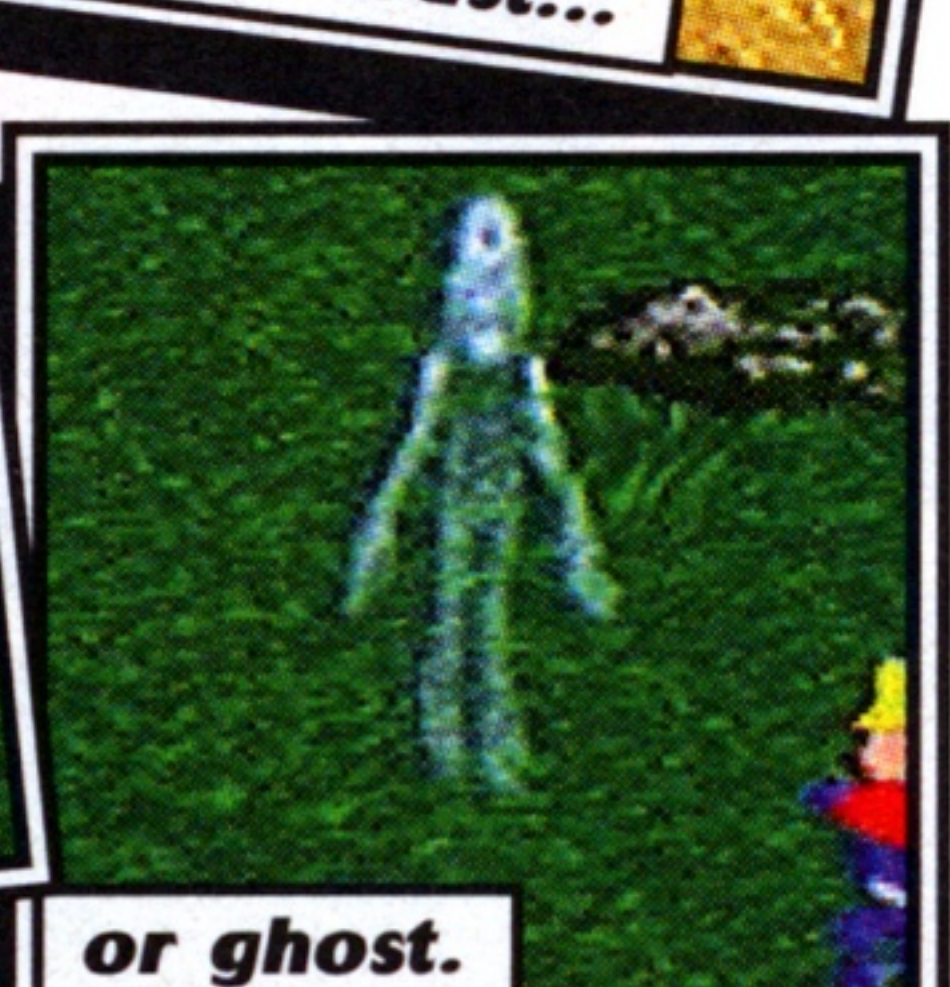


SO LONG FOLKS!

...there ain't nothin' left standin'!



roast...



or ghost.



p'haps when we're finished being heroic...



But it's a smokin' hot war
out here, my friend...

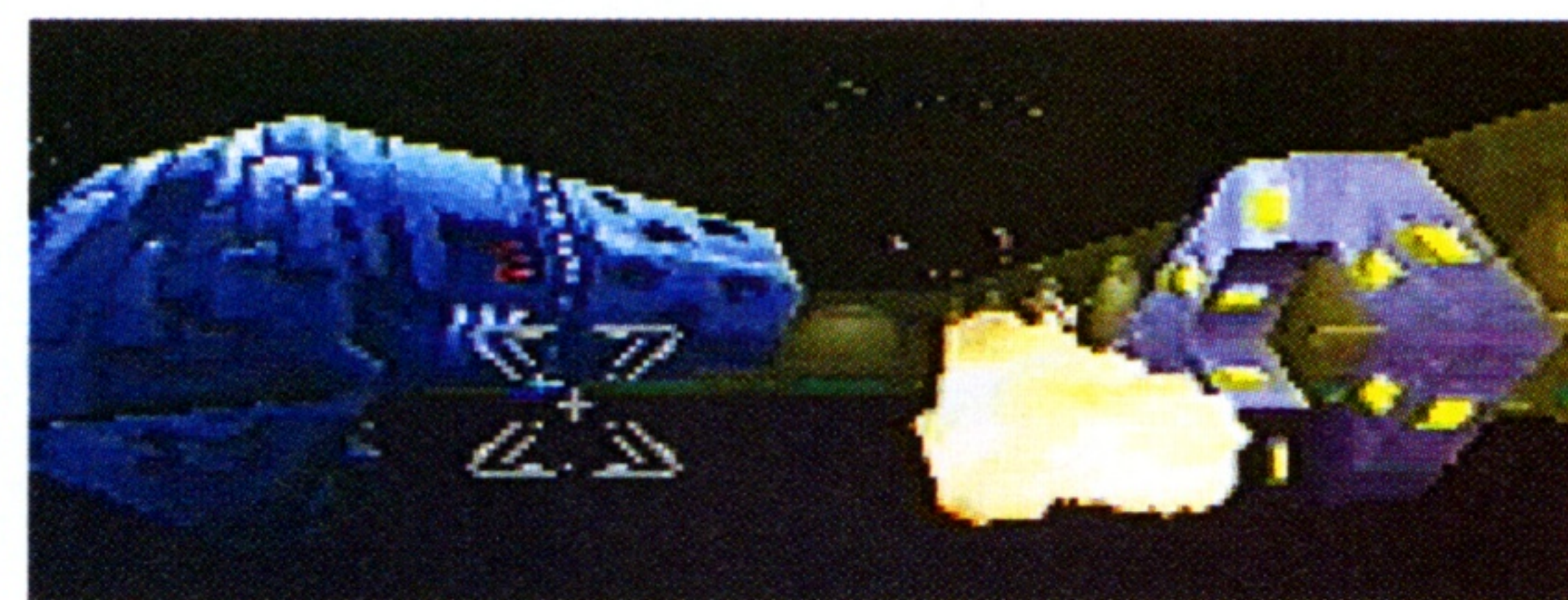
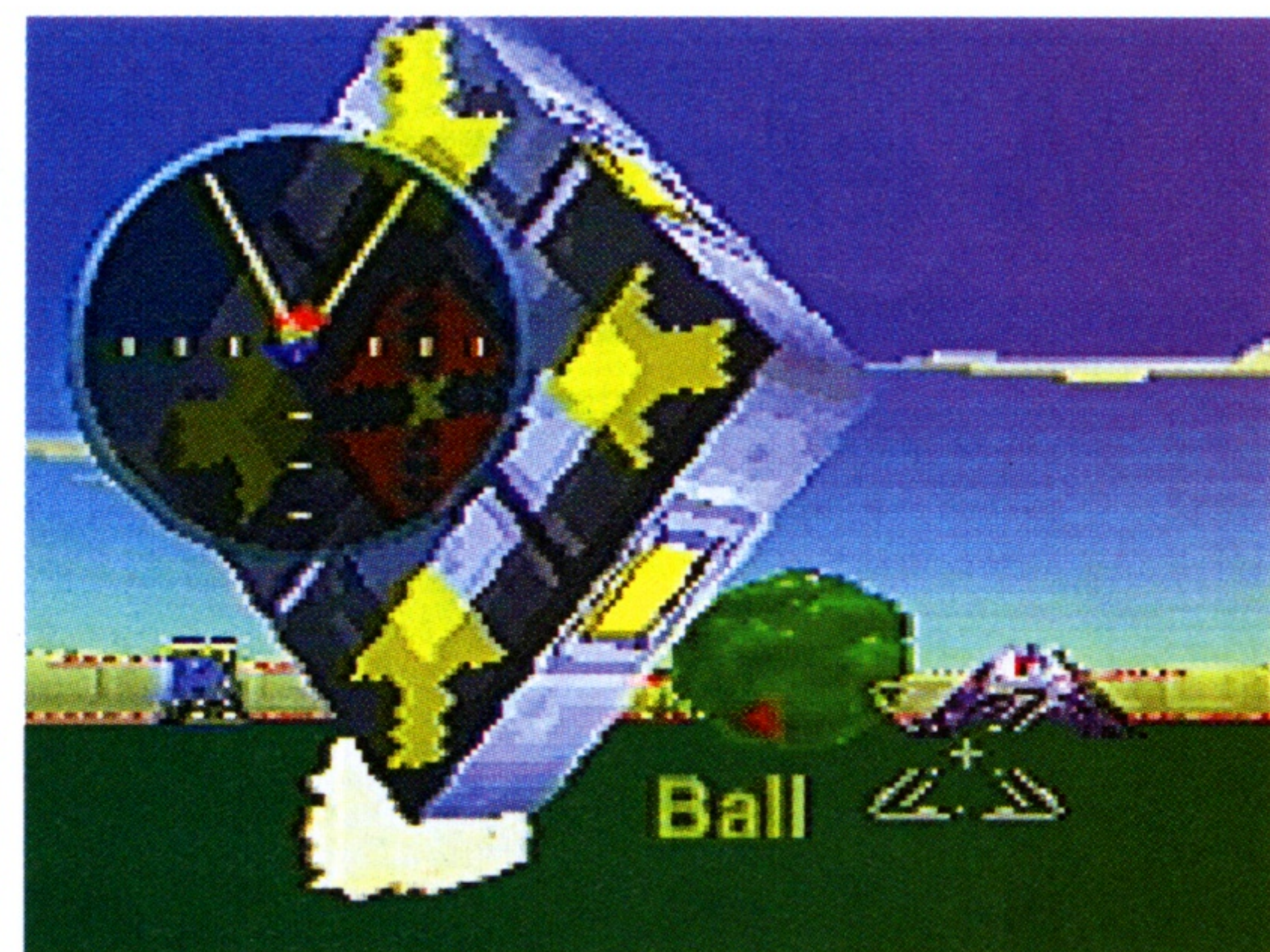
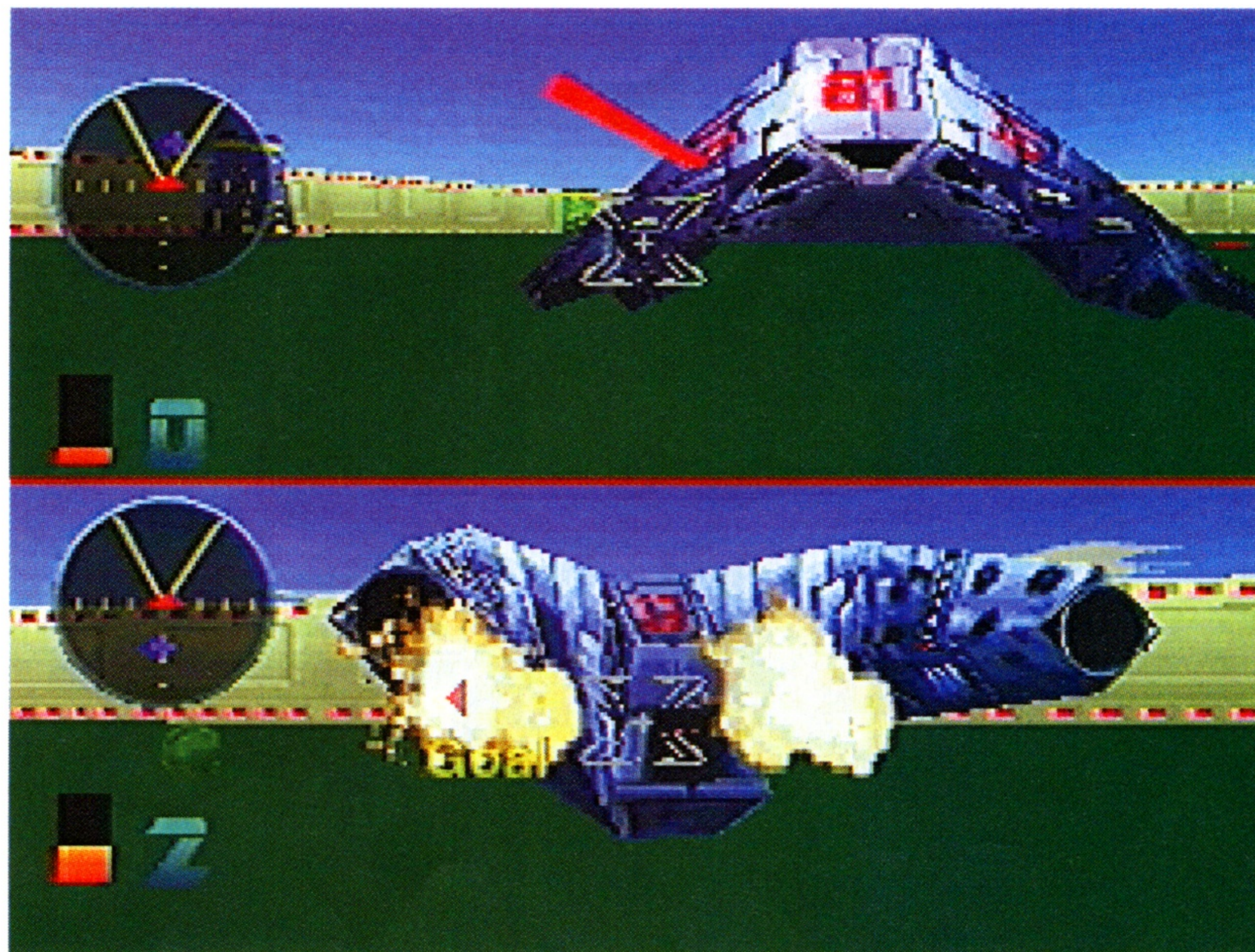
WE SURE KICKED ASS!

YUP

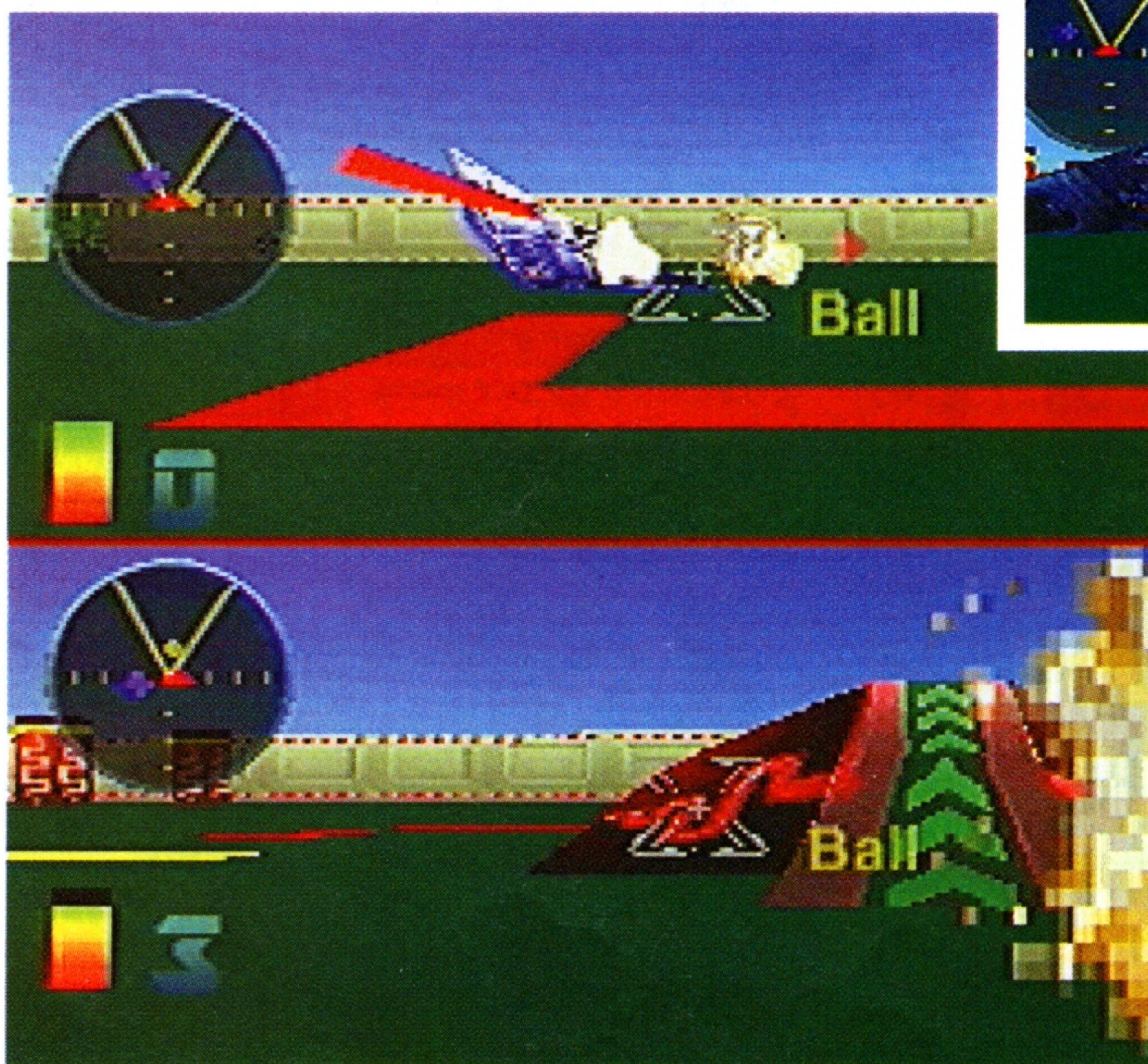
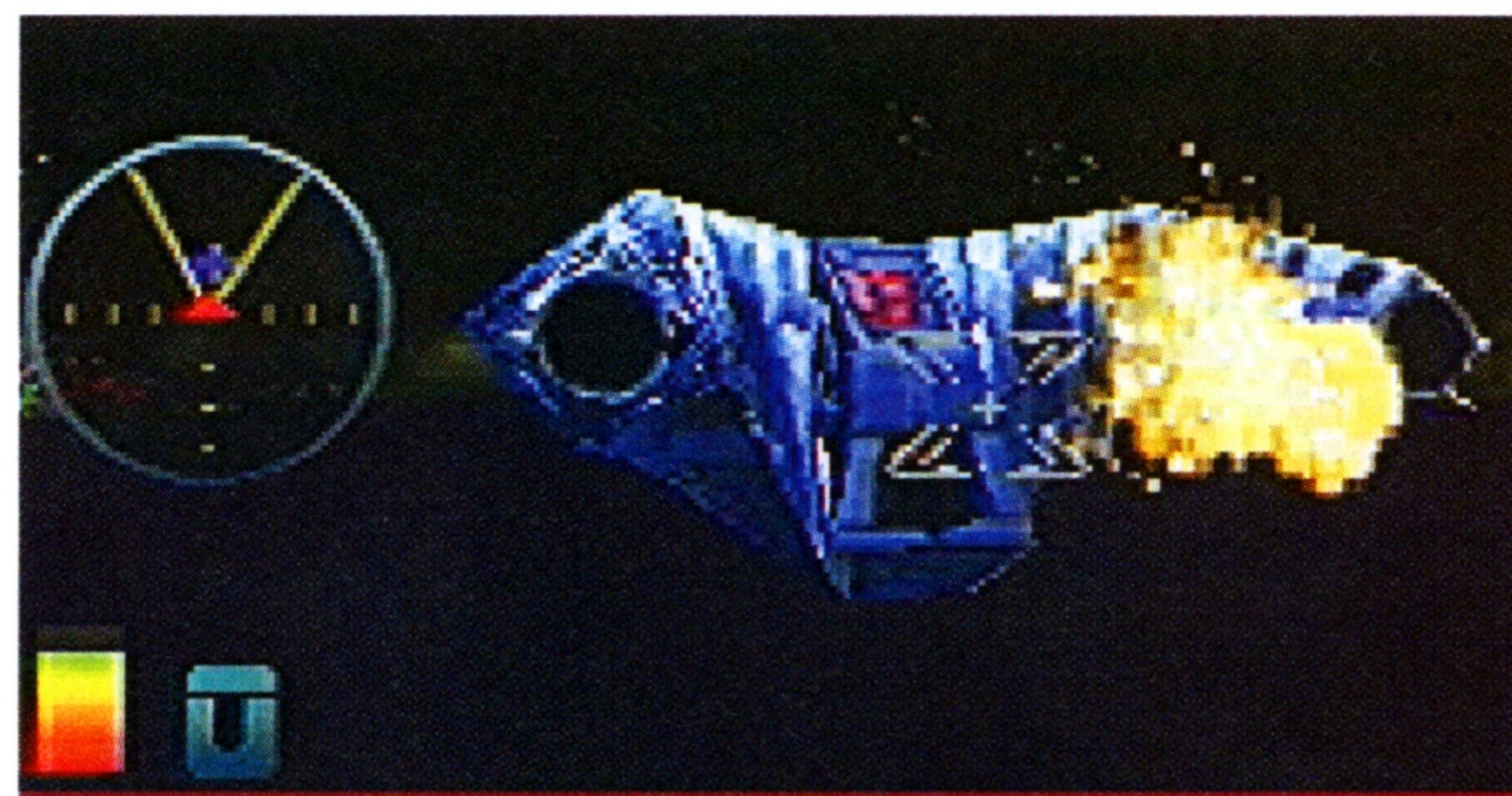
It's a hard hurtin' job us guys got, but we
keep our heads. Hell, we're American,
Bud, we don't just go in guns blazin'!

And we're lookin' for recruits
YOU LILLY WUSS!

(men feelin' up to partnerin' me, sign up to Studio 3DO, y'all hea?)



One-player games of *BattleSport* offer brilliant opponents, each having different craft and tactics to flummox you, from sophisticated evasive moves to blatant barging and blasting. And we only played against the first four contestants!



Above, two failed attempts to score. Top left and left, crippling face-offs, as tension explodes and MAD becomes inevitable. Getting nose to nose with a red scorpion, below, is unwise. It hits hard, and stings.

Left, the top player scatters shots over the fast moving enemy as they go for a speed ramp. Above, the devastating scorpion gets caught up in some architecture, vulnerable to a few missiles at close range.

> their eyeballs dropping to the floor for a last plaintive look around, buildings combusting and setting off chain reaction explosions that can set the whole playing area alight with fire and smoke. Such a huge scale of excessive carnage hasn't been seen like this since *Syndicate*, although the feel here is much more surreal, as your cartoon hero stands alone in a battlefield decimated and blackened with ferocious action. Never before has dispatching baddies and demolishing property been such riotous fun, or so incredibly fast. And fast it is, in one or two-player mode, with no slowdown whatsoever. Belying Cyclone's lack of experience, the program features a sophisticated mathematical trick which *accelerates* the game whenever a certain amount of sprites are about to enter the screen, making *Captain Quazar* as fast as it could possibly be.

Whilst it's the cartoon violence that pulls you into the action, it's the cartoon graphics, awash with innovative touches and genuine comic genius that keep you hooked. Vivid colours and striking lighting effects astonish as does the sophistication of character and level design, far ahead of any rival product (the programmers have referred to the classic Disney animation laws of squash and stretch to make everything in the game fun to watch). It's not surprising that the *Captain Quazar* licence is already being touted for a TV cartoon show, his ironic posturing and environmental do-goodism recognised as great material. Even before completion, it's a quite stunning title, with a level of polish seasoned developers would do well to inspect. The sight gags are relentless, with gravestones popping up, ghosts ascending to the sky and hostages running screaming through the carnage.

Every one of the eight massive levels is packed with a huge variety of landscape variations and monstrous mutations to make progress gratifying. The open ended structure is a key factor in *Quazar's* appeal with missions including rescuing hostages from slavery in war torn deserts, blowing up missiles packed with enemy spice before they're scattered across the solar system or simply locating and abducting political enemies. Whatever the mission, you'll need passcodes (for warp gates), assistance from hostages (or war weary traitors) and honed arcade reactions for the quite insane arcade action.

From the gloriously themed music accompanying each level, to the sumptuously designed menu system and opaque item bars on screen, to the fabulous visual effects conjured by Cyclone (flickering light bulbs in the mines that light your way, hypnotic, phosphorous glowing electric worms...), the game just demands attention, and of course, with the essential two-player option enabling *Quazar* to join up with Lieutenant Pulzar, Cyclone Studios have a premiere title that will push them to the forefront of 3DO developers. Plenty enough to be happy with, you might think, except that whilst half of Kobler's team were slaving over *Quazar*, the other half, led by producer Evan Margolin, were working on another smash hit of their own...

Unsporting

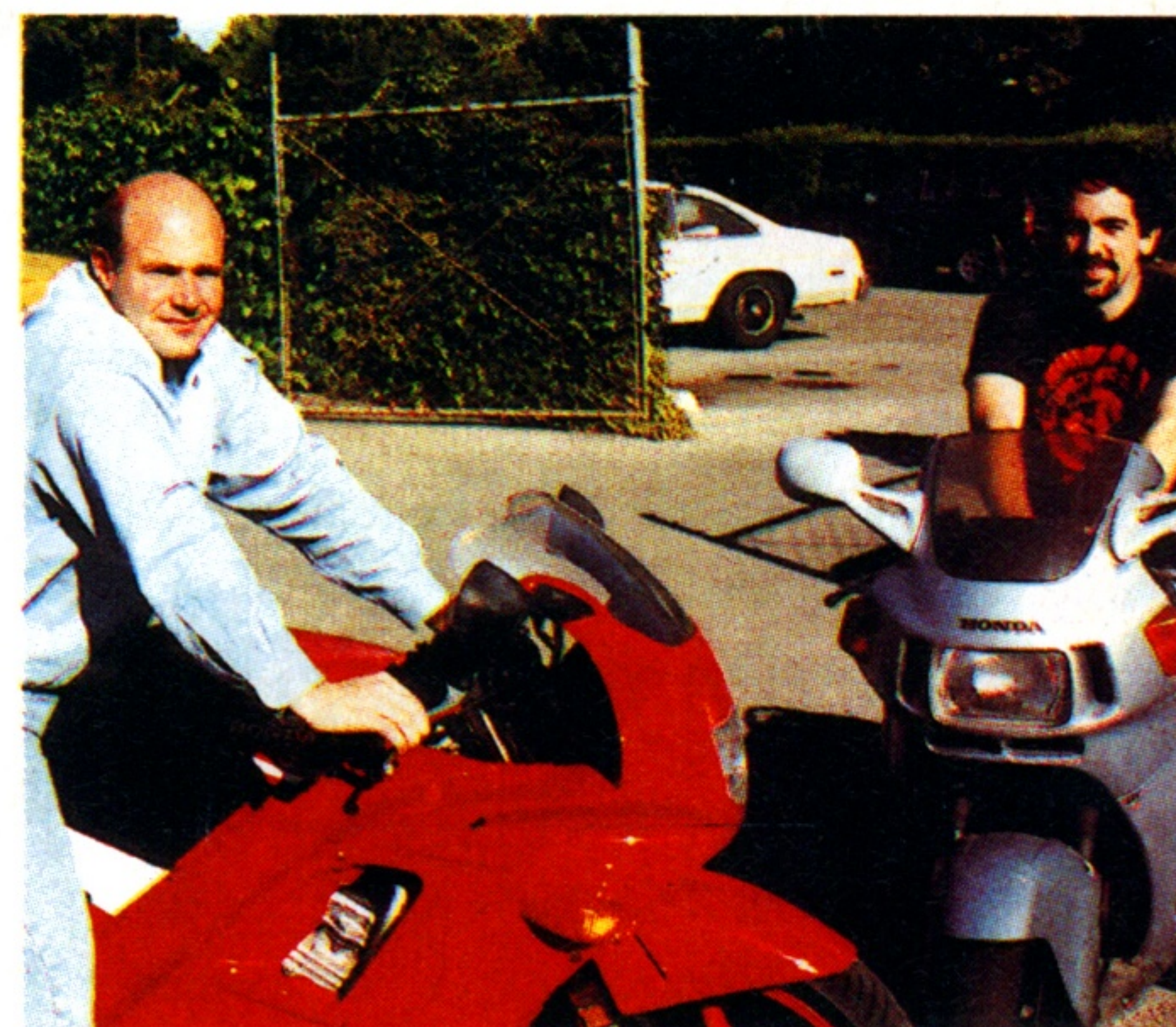
The Alpha version of *BattleSport* we had for **3DO Magazine** •4 blew us away with its frenetic, head-to-head split screen action and laser fast graphics. It looked like it was destined for greatness, and our faith appears justified as the latest version of the game is even smoother, has plenty more features and generally looks like the best one-on-one videogame ever. The texture mapped graphics have been dramatically improved, most obviously on the eight tanks, which now bristle with armour and weaponry. Project manager Evan Margolin cites LucasArts' 8bit classic *BallBlazer* and Namco's *CyberSled* as inspirations for the game, but the barren stadium of *BallBlazer* has been replaced in *BattleSport* with action packed environments littered with huge ramps to accelerate off, tumbling constructions to hide behind and cheering crowds enjoying the aggressive action, whilst the lethargic pace of *CyberSled* has been steamrollered by action five times faster and more thrilling. Driving a high speed, armoured tank has never felt such fun.

It's this emphasis on *feel* that Cyclone have concentrated most on, Margolin referring to the EA games, and in particular *Road Rash*, as titles offering near limitless lifespans due to enjoyable, intuitive control over your game alter ego as well as huge potential for increasingly sophisticated interaction. At first *BattleSport* is a great blast – there's nothing faster to play, anywhere – but (inevitable) prolonged play reveals a multitude of intricacies to master if you're to win. Accentuating this sense of heightened realism is the variety between the tanks you can control. Apart from obvious weight and speed differences, dictated by whether you want to be fast and fragile or slow but apocalyptic, varying strengths of armour and weaponry give *BattleSport* a compulsive strategic thread. At the moment, Cyclone are building up an impressive arsenal of weapons, from weak lasers to armour piercing missiles, but a key new element to the game is the introduction of power-ups, which are scattered liberally around the stadium. Super speed, health, invisibility, extra weapons, double-damage weapon tuners... there's a real quandary players can get into, whereby scoring goals becomes secondary to blasting the silicon out of your opponent, and it's this dual excitement within the *BattleSport* experience that makes play so exhilarating.

That's not everything though. With the game engine playing like a dream, Cyclone are enjoying a few months breathing time to inject even more excitement. Margolin vividly describes the competitiveness in the office, as the designers indulge in marathon play sessions not just for the fun of nuking each other, but to come up with even more elaborate touches to improve gameplay. Power-ups have been joined by power downs, crippling, self inflicted wounds that will make you scream, and another recent, killer feature devised by a particularly vindictive programmer is a power-up that lets you place decoy goals. The satisfaction of watching your grinning opponent shoot for fake goals should be unsurpassable...

More is M2

Whilst most of the glory for *BattleSport* can be attributed to Cyclone's inspired motivation and stunning game design, Margolin is happy to heap praise onto the 3DO system itself and, in particular, the 3DO Company for making *BattleSport's* development so enjoyable. The development tools for the 3DO have plenty of built-in custom effects making programming faster and more intuitive. Also, 3DO are constantly updating the development system, ironing out problems and introducing new features, providing a level of support far superior to rival companies. This commitment from 3DO towards their developers is invaluable, and Margolin attributes the explosive acceleration of third generation titles (such as *Slam 'n' Jam*, *Killing Time* and *BladeForce*) to the sheer joy of working on the system. Margolin explains that Cyclone Studios is made up of "experienced gameplayers who are using the technology to make the games [we've] always wanted to play" pointing to the stunning diversity of original titles in development for 3DO, as opposed to the lame arcade conversions and quick hit licences clogging the launch catalogues of the Saturn and PlayStation. Margolin believes that quality game designers (rather than software producers) are increasingly being drawn to the cutting edge ambience created by 3DO and this excitement is extended, naturally, to the M2, with



Who says success doesn't bring happiness? Not Cyclone Studio's founders, Helmut Kobler and Ron Little, practising *BattleSport* tactics...

Cyclone already delirious at the prospect of developing for the dream machine. Margolin is convinced that 3DO owners can remain smug in the knowledge that they will always be at the forefront of the games industry with such radical technology at their disposal, describing M2 as "a machine so powerful that high concept, visionary titles will be possible". With a top secret list of prospective M2 titles currently bouncing around the office, headed by an unbelievably fast version of *BattleSport*, 3DO would appear to have found one of its most exciting and persuasive allies for world domination in Cyclone Studios, who seem committed to making each game they make *twice* as much fun as everyone else's... □ mcw

•Captain Quazar and BattleSport will be published by Studio 3DO in Sept/Nov.

3DO Magazine

Get Wired

The pressure to get the 3DO World Wide Web site up and running in time for the E3 must have been enormous. Not only were there all the existing 3DO products to promote, but oodles of new products including the bicoastal launch of the M2 upgrade. Steve Fowler, Vice President of Developer and Customer Services, only had two programmers to work with but in the event it was more than enough, the Web site proving not only exceptionally slick, but the perfect forum to relay all the E3 news in a deliciously controlled explosion of hype.

Signs of haste in the construction of the 3DO server are few and far between with top notch presentation and plenty of categories to browse through. Dial up and flip onto Netscape, type in <http://www.3do.com>, and the Home page appears, with category icons and recent changes summary. Dive straight into **The Hot Line** for general news, and pride of place is, naturally, coverage of the M2. Six screenshots are available to scrutinise from the brilliant race game demo which are of superb quality and well worth the one or two minute wait for downloading. A full press release with lengthy tech specs and a list of M2 developers is also available.

More M2 mania is available from the E3 Highlights department. A huge selection of excellent photographs effectively communicate the excitement surrounding the 3DO stand, with appearances from Trip, various developers showcasing new titles, the X-O-TRON gyroscope from Altare Advanced Technologies (with a supernaturally unruffled Trip inside, acting as human joystick to Studio 3DO's *BladeForce*), as well as new 3DO fans Earth, Wind and Fire (you read it here first) and Steven Spielberg. The most impressive photos feature the huge M2 video display though, with *that red car* causing a storm, and for those unable to attend the event, this visual documentation is a

3DO Magazine may be the most essential guide to the explosive world of 3DO, but as of May, another authoritative voice extolling the virtues of Trip and his toys has begun shouting for attention – the 3DO World Wide Web site. If you've a computer and a modem, this is the essential stop for all 3DO loving travellers on the information superhighway.

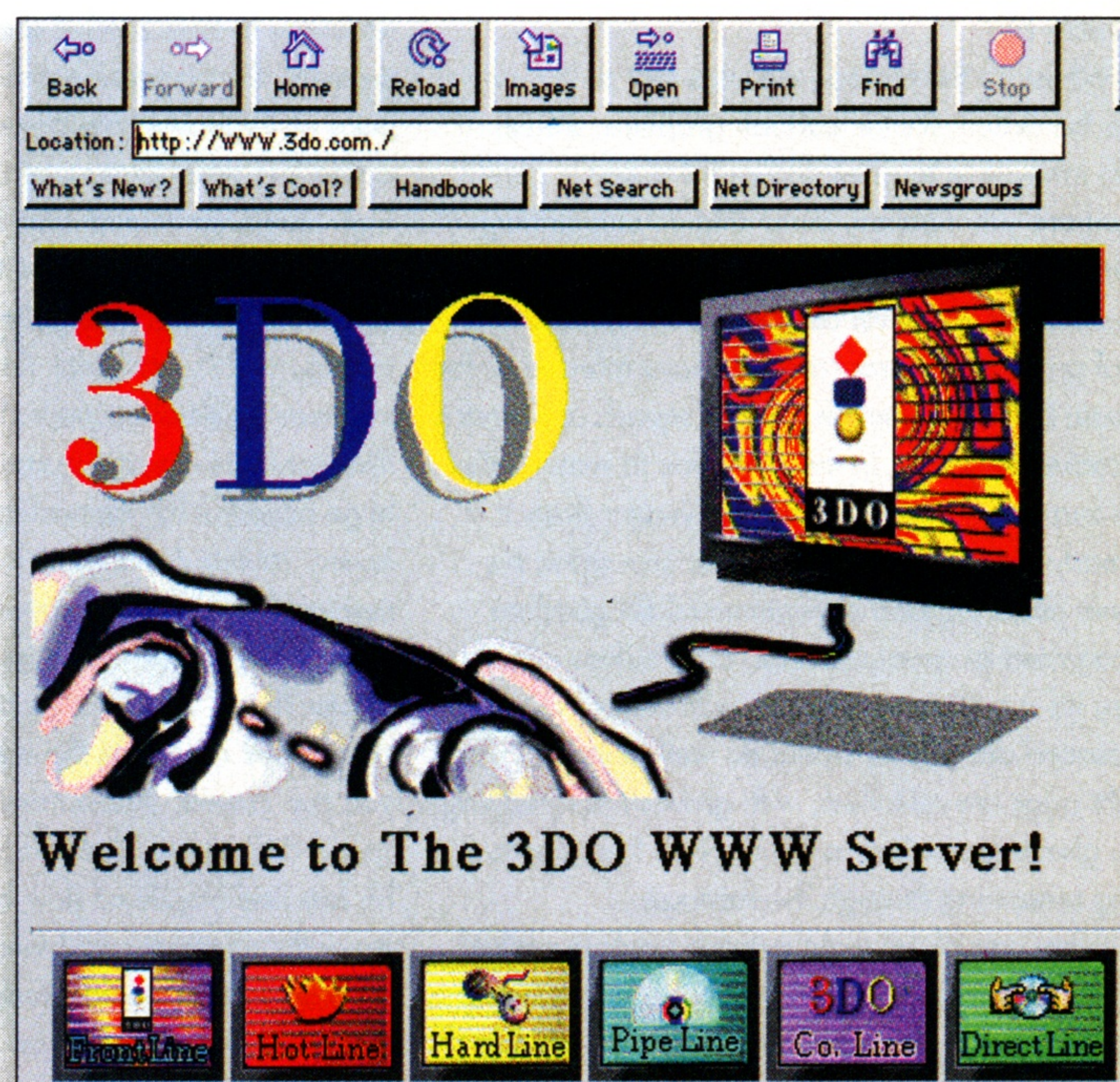
real treat. Press releases and photos of hot developers such as Studio 3DO and Any Channel demonstrating their respective wares conclude the E3 coverage.

The rest of The Hot Line concentrates on promoting up and coming titles, which is basically a loop into the preview department, The Pipe Line, plus promotional information for 3DO Interactive Sampler discs.

The Hard Line deals with new hardware and peripherals.

The Panasonic FZ-1, FZ-10, the GoldStar unit and Creative Labs 3DO Blaster all have a page coverage with photo, specifications and availability details, that serve more as punchy flyers than in-depth assessments of individual merits, but this editorial even handedness is unsurprising. Similarly brief outlines of new peripherals including the Flightstick Pro, ALG GameGun, Panasonic and GoldStar controllers are also available. The Hard

Line is, at present, the least developed section of the site. The American specs and prices are useful only as guide to what might be available in the UK eventually. Hopefully worldwide pricing and release dates, together with more in-depth information, will appear soon as the exciting peripheral and hardware development surrounding the 3DO system is one of the most fascinating and positive aspects of the machine.



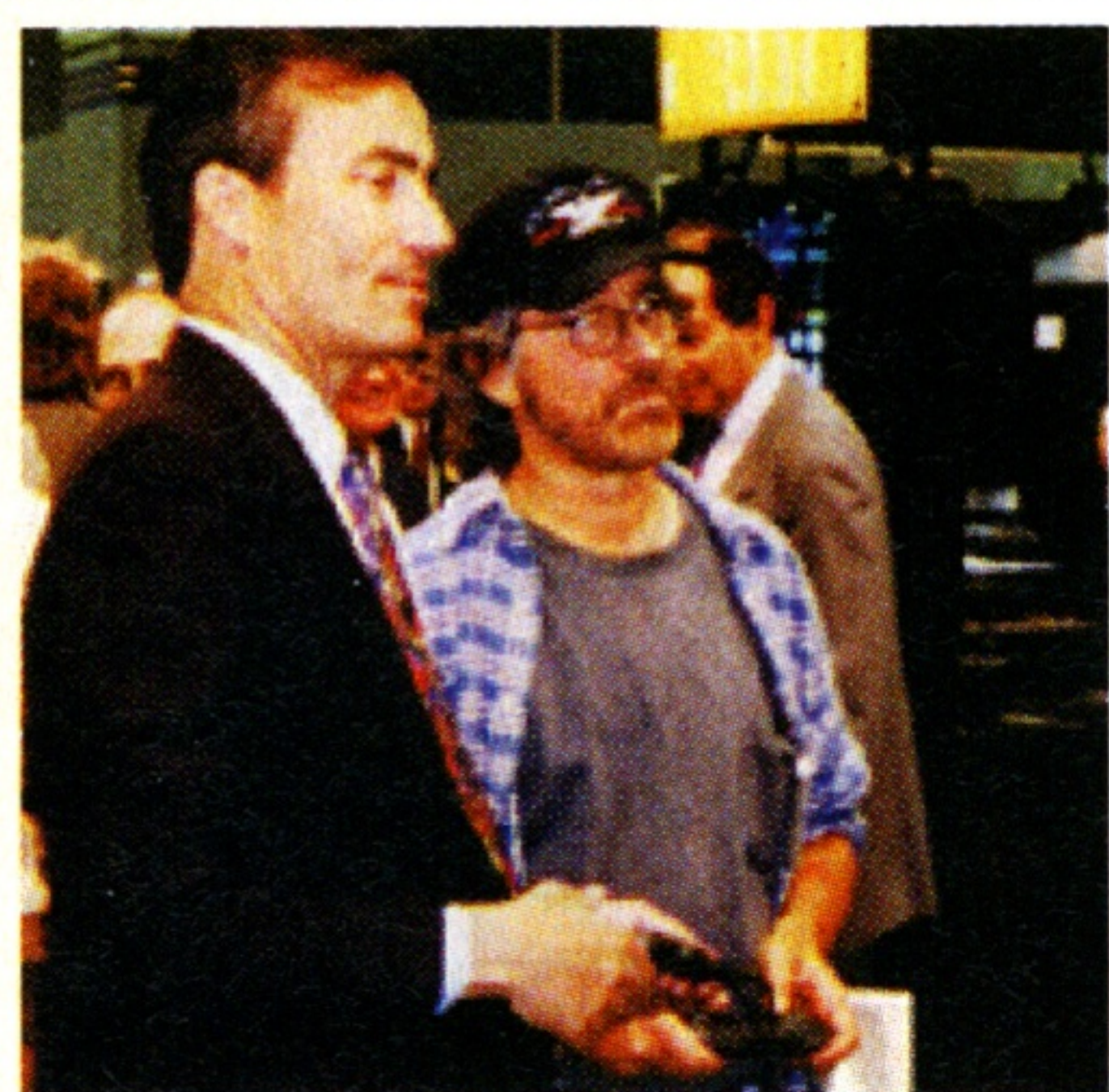
GETTING CONNECTED

While a 3DO modem has long headed the list of likely peripherals, it now seems certain any plans have been shelved until M2. The 64bit upgrade has PCMCIA slots used by countless PC modems that could very easily be adapted for M2. Until then getting online requires access to a computer, either your own, or a friend's or even one at the much hyped 'cybercafes' opening in London and a few other big cities.

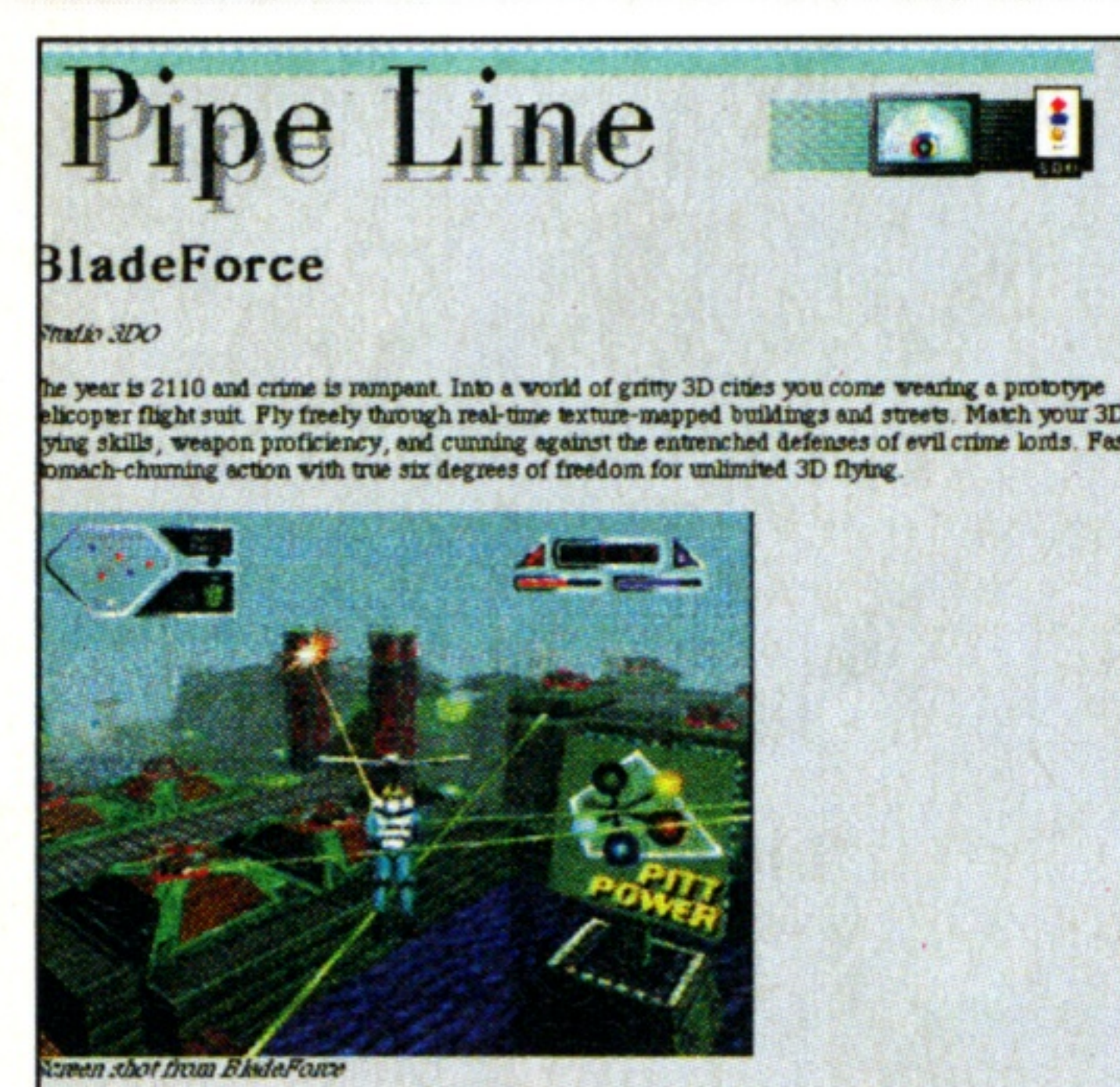
PCs, Macs, Amigas and even Archimedes machines are all well catered for. Obviously you'll also need a modem to hook-up to your phone line and, basically, the faster ones make up for extra cost over the long term. You'll also need an Internet provider who'll charge a one-off set-up charge with a monthly or quarterly charge thereafter. The provider should provide all the software you need – remember to say if you want Web access – and probably make a good offer on a modem too. An important consideration with

providers is that they have a local point-of-presence (POP) for you to dial up to – this means your phone bills are limited to local calls.

If you want to know more check out Paragon's own NETUSER (a bimonthly magazine for beginners) or INTERNET & COMMS TODAY (now edited by ex-3DO Magazine editor Dave Westley). The internet is certainly an exciting phenomena but it's worth pointing out there's still a huge gap between hype and reality. Media scares about pornography, for example, ignore the fact that the bulk of the net is text-only with downloading video footage a technical nightmare. The Web, with its user-friendly graphic interface is a relatively new innovation and the impressive 3DO site is the exception rather than the rule. By the time a 3DO modem arrives things should be more developed and access prices may have fallen lower.



E3 photos from the Hot Line, featuring some shots of the M2 display as well as a well known movie director admiring Trip's new toys.



If it's game info you're on-line for, you'll head straight for the **Pipe Line**. A 'hot' company heads the bill – at the time of writing Studio 3DO with *BladeForce*, *Zhadnost* and *Killing Time* – and clicking on each game reveals a brief story synopsis, release date and a couple of screenshots. At present, video clips are unavailable although promised for the near future. The rest of the Pipe Line is split into genre categories – Sports, Simulation, Interactive, Family etc. – and whilst this angle may emphasise the wide diversity of 3DO software, such rigid categorisation can make locating specific titles difficult.

Although the game synopsis's are interesting, especially backed up by high quality screen dumps, there's much room for improvement – longer, more thorough examination of titles, particularly in the previews section would be welcome – but doubtless more resources and more involvement from individual developers in promoting their titles will be forthcoming as the potential of the service is appreciated.

Industry moles will be most impressed by **The Company Line**, which is basically a catalogue of press release concerning new developers, hardware developments and prominent software releases. The May bulletins feature *PO'ed* bump, '94

Hot Line

The latest breaking news. Hot software titles on the way. Special promotions, offers and events.

On the Hot Line

◆ M2 Unveiled! ◆ E3 Highlights ◆ Just Released ◆ Coming Soon ◆ 3DO Sampler ◆

M2 Unveiled!

The 3DO Company unveiled its highly anticipated, next-generation M2 technology. 3DO's M2 64-bit architecture is designed to create a quantum leap in advanced CD entertainment technology. Leveraging 3DO's high-end 3-D image and sound processors and IBM and Motorola's PowerPC microprocessor, M2 technology rivals image quality and performance of workstations and the most popular arcade machines.

Screen Shots from M2 Demonstration

Screen Shots from the M2 Demo presentation. May 2, 1995

Hard Line

American Laser Games' GAMEGUN

Now you can add even more realism and excitement to your 3DO Interactive Multiplayer system.

The GAMEGUN brings the authentic arcade experience right into your home, interfacing with the newest shooting adventure games. It's compatible with all of the live-action arcade hits from American Laser Games, including *Mad Dog McCree*, *Who Shot Johnny Rock?*, *Mad Dog II: The Lost Gold*, *Space Pirates*, *Crime Patrol* and *Drug Wars*.

Don't just sit there and nosh.

Pipe Line previews are short and to the point, a side order to the impressive, high quality screenshots. A more thorough description of gameplay features, number of levels etc. would be better. Equally brief editorials in the hardware 'reviews' (right) which offer few specifications but plenty of retailers.

fourth quarter financial results, software and hardware awards, plus lines back into M2 and E3 coverage. The retention of previous PR bump and company statistics enables illuminating assimilation of the development of The 3DO Company, and a casual flip through this section soon turns into a marathon read, as a bigger picture of the company comes into focus.

The 3DO Web site is an impressive launch then, with more than enough substance to justify hefty phone bills. Pipeline previews are a little limited currently, lagging considerably behind dead-tree press releases, but hopefully that'll change with more third-party support. As it stands it's a great insight into the Company itself and, best of all, good fun. As we went to press, we found the site had suddenly been taken over by Bizarnia, with Stalin-style propaganda to promote *Zhadnost: The People's Party!* □ mcw

3DO Magazine



ALSO ON LINE

Committed netsurfers may be tempted to fork out for a subscription to the heavily subscribed (1.5 million users at last count) America Online (AOL) service. The 3DO Forum within this site features not only all of the information contained in the Web site, but also the opportunity to 'online' with various members of the 3DO fraternity in regular discussions across the internet. This was most dramatically exploited during the E3 show, when Trip Hawkins held an online conference with users.

AOL's 3DO Forum also offers a comprehensive mail order site (the Web's Direct Line for purchases is currently under construction) with plenty of 3DO merchandise for true aficionados besides games. However, the subscription fee is relatively costly and dialing up direct means big international phone bills – unless your service provider offers access itself via local point-of-presence.

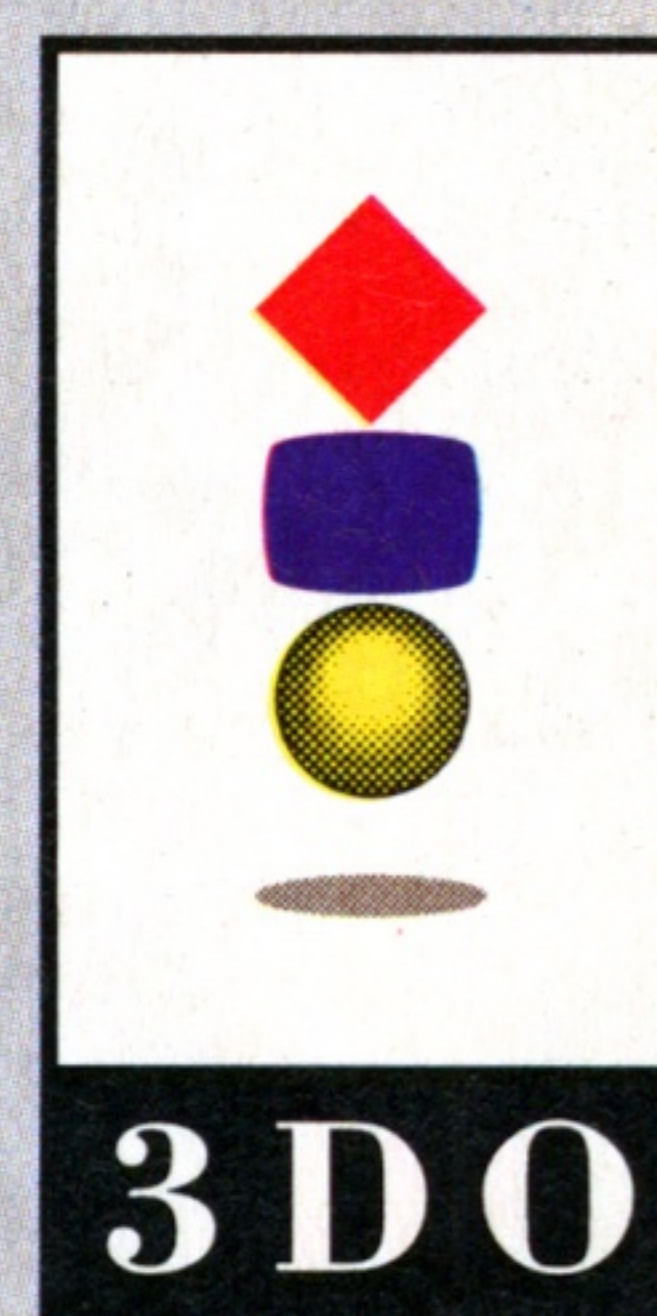
The 3DO newsgroup (available through Usenet) is a cheap way to interact with... well, just normal people, really. A large selection of comments, views, completely provocative poseurs and pseudo-intellectual ramblings are available to read and, more enjoyably, respond to. At the time of writing, the M2 demo is creating the most controversy, as well as predictable anti-PlayStation/Saturn grumblings and *Need For Speed* high scores. Occasionally, an interesting feature or (slow) debate appears, but the lack of a 3DO modem rather hampers most users' access to the group. Still, it's well worth a visit if you get chance, as are...

Chris Long's 3DO Page

<http://www.webcom.com/~clong/random/3do.html>
Ultra 3DO fan offers reviews, screenshots, everything...

Dan's 3DO Resource Index

<http://www.cris.com/~ginsburg/>
Gives detailed information of all 3DO sites on the Net as well as reviews, new release information, M2 updates, 3DO Company info and gossip plus video game magazine indexes...



feature

3DO
Magazine

A New World

Online with Trip Hawkins – M2 Update



The stunning new world of M2 technology brings to life *Doom* as you played it in your dreams. The fantastic hi-res detail, arcade frame rate and silky animation is stunning. This could well be the first M2 game.



Trip Hawkins wows the Press with first public unveiling of M2 in New York City.

For Internet users, one of the real highlights of E3 was Trip Hawkins, 3DO CEO and President, going online to answer user questions. Below are edited highlights.

ICS Sparky: Good evening, Trip Hawkins!

"Hello, everyone. It's a pleasure to be here, live from the E3! We're showing over 40 new 3DO titles here at the show and getting great reactions. We even have an Obitron, the device used in *Lawnmower Man*, to allow you to play our new Studio 3DO title *BladeForce* and you can spin around upside down!

"We're also showing to the press and developers our first working demos of M2 software. M2 is 10 times faster than competitive products that haven't even been released yet, and you can see how good it is from our demos. People are blown away."

AuricRoco: How would you compare M2 to the Ultra64 and Saturn?

"We can do over one million polygons per second, sustained in a real application. We can draw over 100 million pixels per second. We have tons of hardware features that improve image quality; like Gouraud shading, filtering, MIP mapping, Z-buffer, transparency, etc.

"The competition isn't even close in either speed or quality. Just looking at the graphics, there are

three stages to the pipeline for these machines. The first stage is the math determining the camera angle for the 3D models. This requires a lot of floating point capability. Sony and Saturn don't have floating point and have relatively low integer math performance (around 15 INT Specmark equivalents). We have 45 INT Specmark, but we also have 264 MFLOPS (million floating point operations per second) of floating point. You really need floating point for 3D games. Ultra64 has 45

INT and about 15 MFLOPS, so it is well below M2.

"The second stage of the pipeline is where you calculate your colours and images and map the textures. And there again we have much higher performance. Sony and Sega have to use their CPU, but we and Ultra64 have a separate processor as a 'set-up' engine. Details are sketchy on Ultra's, but we have reason to believe we are higher performance there also.

"Then the third stage is getting the graphics rendered into the frame buffer for display and we are really fast at that, over 100MB/sec, way beyond the others.

"So in total our graphics pipeline is faster in >

COMPARISON CHART

MACHINE	CPU	DATABUS	INTEGER MATH	FPU/MFLOPS	EXTRA FPU
PLAYSTATION	R3000	32	14	-	No
SATURN	SH-2	32	14	-	No
ULTRA64	R4300	32	45	15	No
M2	PPC602	64	45	132	Yes

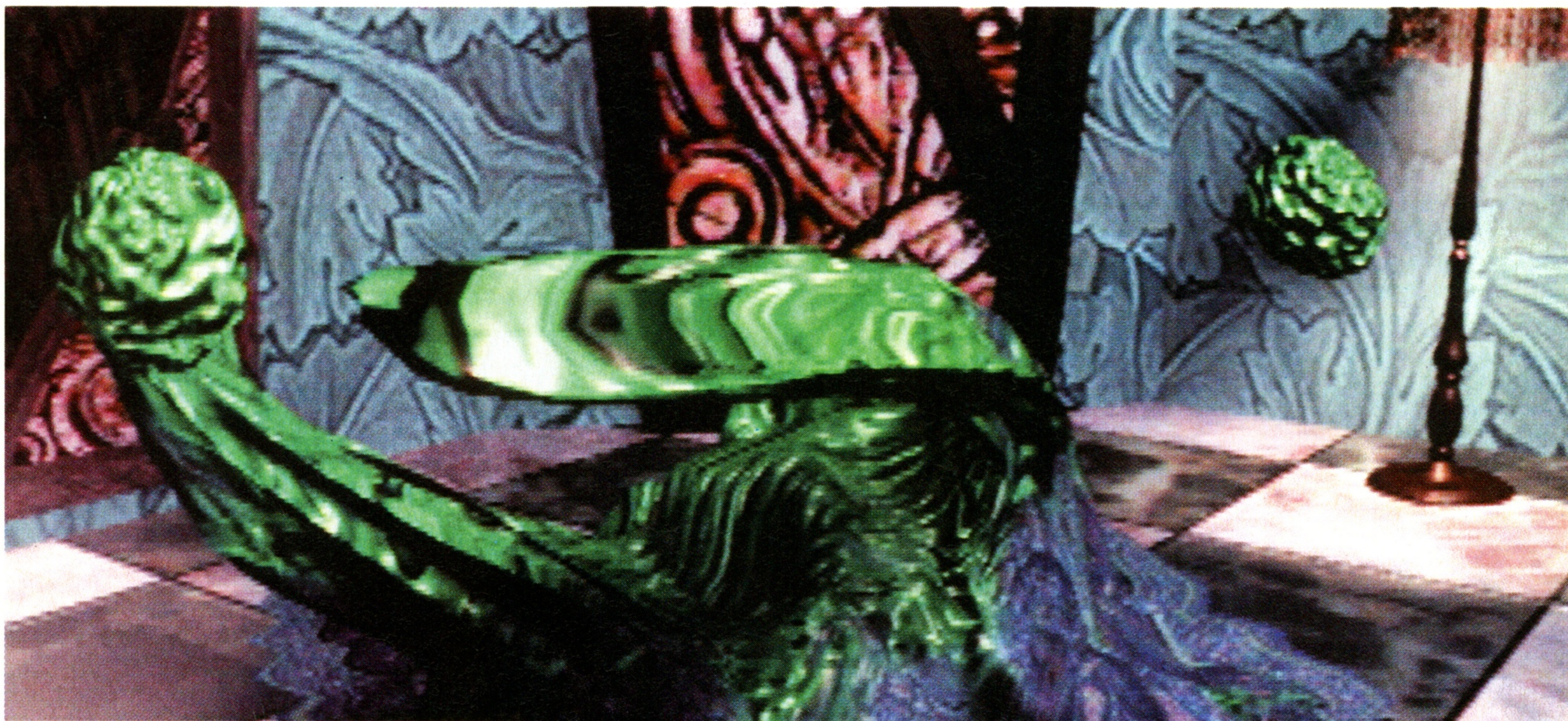
[The main point of this chart is sheer math. Throwing about thousands of polygons in a 3D world requires prodigious amounts of math. However, computers aren't necessarily all that good at math because of the limited memory they have to contain the sums involved. To get around this problem, computers move or 'float' the exponent for very large (or small) numbers. Most high performance computers have Floating Point Unit co-processors to speed-up this task, but M2 has two. One built into the PowerPC 602 CPU and another in the custom ASIC.]



"We have worked closely with IBM, Motorola, and 3DO over the past year to develop the M2 technology to provide new levels of performance and photorealism in interactive entertainment. We are very pleased with image quality, speed, processing power and overall performance of this technology. Our commitment to delivering M2 products is very strong."

*Hiroyuki Tachibana, Director,
Interactive Media Division,
Matsushita.*





HIGH PERFORMANCE MEMORY ARCHITECTURE

- PowerBus custom architecture
- 528MB/sec. peak
- 32 Megabit SDRAM [4MB]
- Single memory space for all functions

[Besides that incredible 528MB/sec data transfer, 3DO are very proud of its memory chip layout. On a conventional console, memory is segmented, so on the PlayStation there's 1MB of fast memory for graphics, 2MB normal RAM for main memory and 0.5MB for audio. The drawback is that if you suddenly want to introduce new graphics or audio, you have to perform juggling tricks to route it through the system. M2 avoids this because it uses special memory, SDRAM, which is fast enough to be used for any task.]

> each stage and has no bottlenecks. Same thing for the memory bandwidth. We can do 528MB/sec. Sony and Saturn do 128. Ultra can do 500, but has only 2 megabytes of RAM, and the speed to the cart is only 30 MB/sec.

"So in speed, we think we're seven to ten times faster than any of them. In quality, none of them has all the features we have. Ultra has at least some of them, but the others have none of them in hardware.

"MIP mapping allows you to scale in and out of scenes without noticeable pixel blockiness or artifacts. Z-buffer has the hardware automatically take care of figuring out which images to show and which to hide. There are a lot of other high performance features that you previously could only get on a high-end workstation. The demos we have show how dramatically better it is."

Indigo 2 FX: Is there any truth to the 3DO/Sega deal in Wall Street Journal?

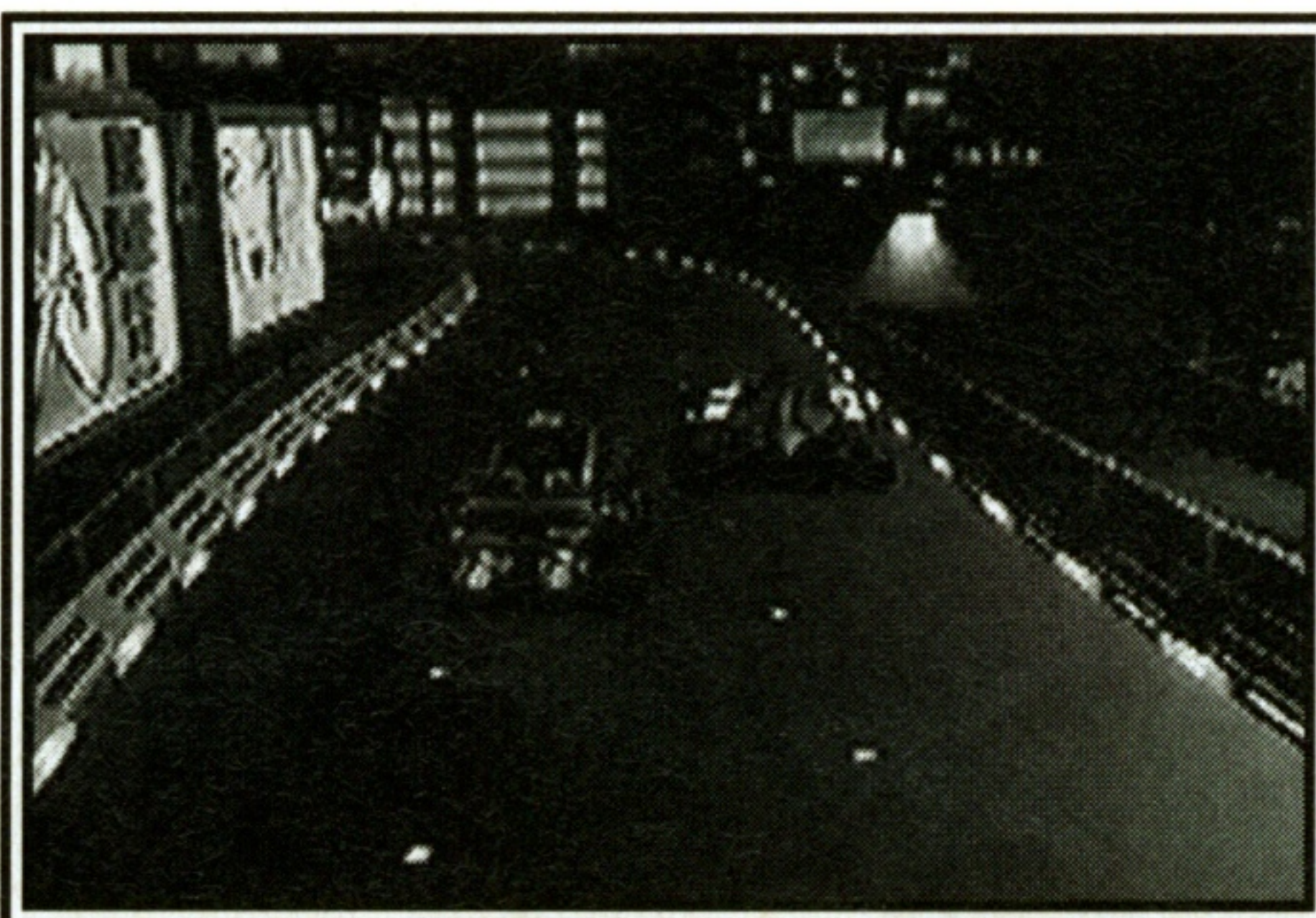
"There have been rumors and speculation of various kinds for months. We don't comment on specu-

lation. At the same time, we know we have a hot technology in M2. Matsushita (Panasonic), GoldStar, EA, MCA and others have already announced public support of M2. But we also think we have a real, legit shot at creating a winning, leading industry standard around M2. So we're willing to talk to anyone in the business to see if we can build an even stronger alliance than we already have."

Demonhell: What arcade games are coming out for 3DO or M2?

"We're putting more focus on coin-op games and talking to many coin-op companies. Many of them want to use M2 hardware in the coin-op market. Also, GoldStar and Panasonic are starting to buy

"The technology is outstanding and supercedes all the existing superconsoles. 7-10 times better than the PlayStation is probably an exaggeration, but it is considerably better. For us, the main advantage is simply M2's speed. The higher polygon count is really welcome and the 4MB of SDRAM would make it feasible to convert our latest PC flight sim, Eurofighter. If we see a good business opportunity with M2, there's no doubt we'd love to develop for it."
Colin Bell, Development Director, DID.



"The M2 technology blows away everything we've seen or are going to see from the competition. LG Electronics is already investing significant time and resources into making M2 the next standard in the advanced gaming market. We support the M2 technology 100 percent."
Jim Ireton, VP HiMedia Group, LG Electronics (GoldStar).



M2 EXPERIENCE

- Richly detailed worlds
- Multiple, complex 3D characters
- Photo-realistic images
- Natural visual frame rate
- VHS-quality video
- Theatre-quality sound

GRAPHICS PIPELINE

Graphics Transformation.....PowerPC 602
Polygon Set-Up.....Set-Up Engine
Rendering.....GPU

[While 3DO I and the PlayStation ease pressure on the CPU by passing graphic rendering to a graphics processor, that still leaves the time consuming polygon set-up routines. M2 is the first machine with a three-stage graphics pipeline, introducing a new Set-Up Engine to accelerate graphics handling.]

coin-op game rights. Atari Games is developing *Primal Rage* for GoldStar to run on 3DO. Williams and Panasonic just announced a multi-game deal that will bring MK3 and other games to 3DO.

I think this is just the beginning. The coin-op companies think M2 is really hot. The good ones tell us that it is hard to port to other systems because they don't have features like z-buffer, and they have to re-engineer a lot. But they've told us

they could probably port a good high-end 3D coin-op to M2 in six months!"

Junkspill: Are there any plans to introduce a triple or quad-speed CD drive for the 3DO?

"We started with high-cost 2X drives in 1993, and now we have low-cost 2X, and my view is we should get to really low cost 2X, and then go to DVD. I don't think a faster drive without a capacity increase is worth the incompatibility and cost."

Robert Grunwald: "How does 3DO react to Saturn coming out today?"

"We've been selling against Sony and Saturn for over six months in Japan. So E3 has brought no surprises. For this year, it is clearly a three horse race, nobody will be a big winner but everyone will finish "in the money".

"Our advantage this year is our software catalog. We have this week released our 200th worldwide title and we probably have at least 50 good games in the US. And we will have another 100 titles before the end of the year. The competitors don't have anything close to that many good

The car (below) and 'Doom' demos really put M2 on the map at E3. The former boasted plenty of action, but 'Doom' was more believable as a game. It starts with the player in a cavern. A goblin attacks (opposite), and its head gets shot off. The player uses his gun to suck up power-ups before entering a room. Various objects are examined, the viewpoint smoothly panning up and down, before enemies suddenly attack. Creatures fly through the window, the carpet smoothly morphs into a monster and a demon springs out of the closet, holds up a table as a shield, then gets spectacularly blasted (above).

games.

In terms of price, we have the lowest manufacturing cost. Now that GoldStar and Panasonic have seen the intro plans of the competitors, we expect them to make some countermeasures.

"E3 is like Fort Sumner. The first cannonballs just went over the wall. but this is just a skirmish in a long war that we think M2 is eventually going to win." □ ssw

3DO Magazine

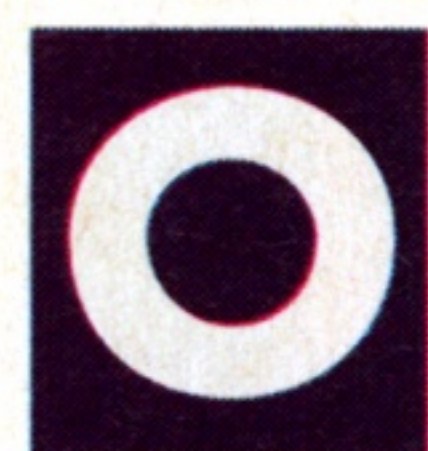


"They've leapfrogged over the Sony rather than try to match it. It's very powerful, especially given that it seems to be doing everything properly. For example, things like the texture-mapping, which is source texturing rather than target texturing. [On PlayStation] you have to break your polygons up into teeny weeny little ones to make the texturing look reasonably right... We'd be very keen to develop for M2 if we see a market."
Andrew Braybrook, Graftgold.



Space Hulk

Publisher: Electronic Arts © 01753 549442 **Developer:** Key Game **Save Game:** Yes **Price:** £44.99 **Available:** August



One of the most fun things about *Space Hulk* is showing it to fans of PC *Doom*. First their jaw drops at the graphics: the lush colours and fine detail, the way enemies explode under fire, body parts slopping onto the floor while blood permanently stains the walls. Genestealers scale into hi-res monsters to engage you in crunching hand-to-hand combat. Then there's the background hum, your thumping heartbeat, the crackling radio chatter and constant, hammering gunfire. The *Doom* fans watch and they drool. Then they snatch the joypad off you and promise to show you how the game should really be played. Then they die. And they die again. Then some more. Finally, they throw down the joypad and storm off.

Play *Space Hulk* like a shotgun wielding *Doom* psycho and you'll have your lungs handed to you double-quick. The enemies are too smart, too numerous and too ferocious. *Space Hulk* is built around an intricate tactical combat engine, with the graphics grafted on later. Think of it like this. You're in an exceptionally claustrophobic environment being stalked by an apparently endless stream of Genestealers. They're no Einsteins, but they know enough to hang back if alone, pinning you down until reinforcements arrive for human-wave-style attacks. To survive against this merciless onslaught you need to deploy your squad intelligently, moving through the various maze-like levels with Terminators covering each other.

Controlling your troopers is done by a beautifully drawn, blue translucent display. Call it up and you can flick between soldiers, setting up to five waypoints for each. You can even tell them to open/shut doors, watch your back, observe certain areas and fire at them. The last Terminator you ordered about, is the one you control when you exit the map. Initially when you access the map, everything goes into Freeze Time – but this respite is strictly limited and soon runs out. You can still use the map, but the action resumes with Freeze Time slowly building up again. It's a brilliant device which allows for tactical thinking, without losing arcade-style pace – with so much to do, Freeze Time can be more frantic than in-game time.

Mission objectives are exceptionally varied. Troops must be rescued, sacred relics recovered, some rooms must be flamed or bombed, others must be stormed and yet more held against relentless attack. The most chilling missions simply ask that you survive for five minutes. As your precious defences are ripped to shreds – 'Pluvius is down!

25 Millennia after the first cathedral-like starship carried forth the empire from its home planet, the art of technology has been lost. The Imperial Space Marines revere their weaponry as sacred artefacts, while the firepower of their enemies is indistinguishable from magic. The future is a grim, bloody place...

Pluvius is down!' – seconds seem to last an eternity. Each mission is a unique tactical challenge: fast reactions are fine, but without brains you're dead...

Unfortunately, the dramatic new visuals and atmospheric audio make cold calculation particularly difficult. As you hear the cries of fallen Terminators, while yet more Genestealers mass to attack, coolly worked out tactics tend to dissolve. Forget the plan, let's just move your instincts scream and that, of course, is invariably fatal. The enemy pour through the smallest opening, taking out half a dozen men in a second.

To avoid frustration at getting stuck on a single level, *Space Hulk* is split into two sections. The first allows you to play any of its missions in whatever order you like and includes five practice levels. Then there's the campaign option, putting you

aboard that eponymous space hulk with some 30 odd missions to fight through chronologically. There are over 60 missions in all and that's a big challenge which, even if you complete it, still retains appeal with the objective of getting maximum points on individual missions.

While the basic game is a superb in its own right, developers Key Game have embroidered it with other Warhammer imaginings. Besides the Genestealers, there are two types of magical creatures – Magi and Patriarchs – which fight with spells. Having a magi materialise before you and listen to his curses echo around the corridors,



The boys are in town and they aim to have some fun... On tougher missions you often control over a dozen Terminators. Watching them march about, automatically firing to protect themselves, is an awesome sight.

before flames erupt all around you is quite unnerving. Hybrids are Genestealers redux, smaller claws but faster, smarter and armed. Watching a Hybrid nip through a door, loose off a shot and then take cover is quite amusing... until you die, of course. Then there's rebel Terminators, heavily armoured with major firepower and smarts. None of these creatures have the Genestealer's close-up graphics, but as they naturally tend to attack from a distance it doesn't really matter.

The game also boasts eight different landscapes, from iced up corridors to *Star Trek* hi-tech to weird, book-lined environments which look like something from *Name Of The Rose*. These medieval graphics perhaps best illustrate the strength of the game's scenario. While gameplay is as exciting as anything in *Aliens*, the storyline far outdoes most Hollywood offerings. The sheer depth of the Warhammer universe imbues the game with a weight and sense of depth which is quite stunning. When you've flung down the joypad for the umpteenth time, you can pick up the manual and

Highly
3DO
Magazine
Recommended



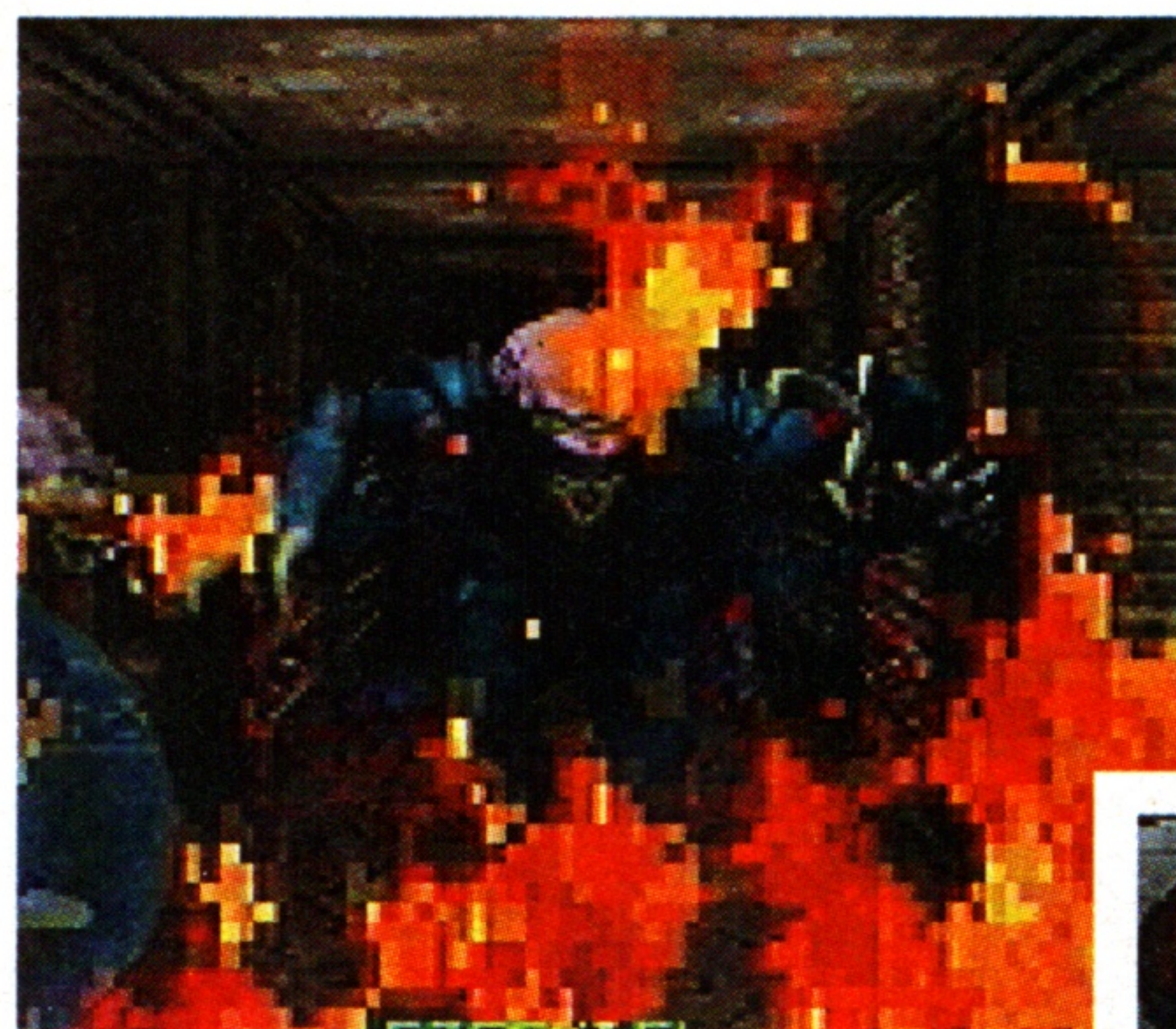
A robot defends you above, while below, a Hybrid attacks.



Above, a Genestealer trades razor-clawed blows with your parrying defences. Above left, a Patriarch prepares a spell, whilst below, a Magi surrounds himself with fire.



While some troops carry heavy artillery, far left, others have only shields and axes to defend themselves with, above.



The bloody remains of Genestealers give a useful guide to your route so far. You'll also find bits of marine armour too, sadly...



reread that scenario one more time. It's a game which crawls into your head even as it jangles your nerves.

To sum up, this certainly isn't an easy game and, even more than *Need For Speed*, isn't instantly addictive. Some people will hate it. But for those who yearn for something more than arcade simplicity, this is a dream – or perhaps more properly, a fantastically dark nightmare come true. A truly majestic, magnificent and uniquely British product, *Space Hulk* is a truly epic product. As a standard-bearer for third generation 3DO software, its combination of superb presentation, utterly frantic action and, above all, in-depth gameplay shreds anything yet seen on competitor platforms. □ ssw

3DO Magazine rating: ★★★★★

Hell

A Cyberpunk Thriller

Publisher: Gametek © 01753 553445 **Developer:** Take 2/Tetragon **Save Game:** 4 SRAM slots **Price:** £44.99 **Available:** Now

Besides having all the best tunes, Satan also has a great cast of characters for epic narratives. From Dante's *Inferno* to William Peter Blatty's *Exorcist*, the cause of evil has been the plot motor of numerous books and movies. Now, Gametek aim to make Old Nick's residence a hit videogame.

Hell's strongest lure is undoubtedly its scenario, combining traditionally sulphurous, razor-clawed demonology with a dystopian cyberpunk future. In 2095, hysteria over violence and immortality has swept to power the Hand Of God party, led by Emperor Solene Solux. Her solution to America's problems is to invite demons onto Earth to punish sinners! – an inspired bit of doublethink, ranking with witchburning for its theological perversity. Also brought in on the coat-tails of this imaginative system is the banning of alcohol, free speech, cyberspace, AI and even comics.

Two of the Hand's most trust-worthy agents are Gideon Eshanti and Rachel Braque. A team which works together and sleeps together, the game opening with them asleep in their apartment as

government agents arrive to assassinate them. In a firestorm of laser bolts and scantily clad bodies, *Hell* begins as it means to go on, with double cross after double cross.

Exactly why the Hand has turned on its own is one of the mysteries which drive the narrative... in a manner of speaking. As turns out, Gametek are of the belief that the road to *Hell* is paved not with good intentions, but with endless reams of conversation. This is an adventure with all the pace and speed of Faust hurrying to that last appointment with Mephistopheles. In a normal adventure, a lengthy intro gives way to an environment packed with puzzles and mysterious objects with the occasional bit of speech. *Hell* turns this structure on its head, with a few scant puzzles virtually swamped by the CD-spoiled dialogue.

Much of the game is traditional, copstyle Q&A sessions with a list of questions to be ploughed through with each character. But more than this

A digitised Stephanie Seymour is not only easy on the eye, but actually turns in a pretty good performance as the holographic Cynna. Grace Jones and Dennis Hopper provide the voices for Solene Solux and Mr Beautiful, but the central characters Rachel and Gideon (bottom), suffer with far duller vocal talents.

there's introductory conversations where a character's lengthy opening remark brings a response from Gideon, then Rachel chips in – and if you've recruited additional characters, they can have a natter too. At times, *Hell* seems more like a radio play than a game.

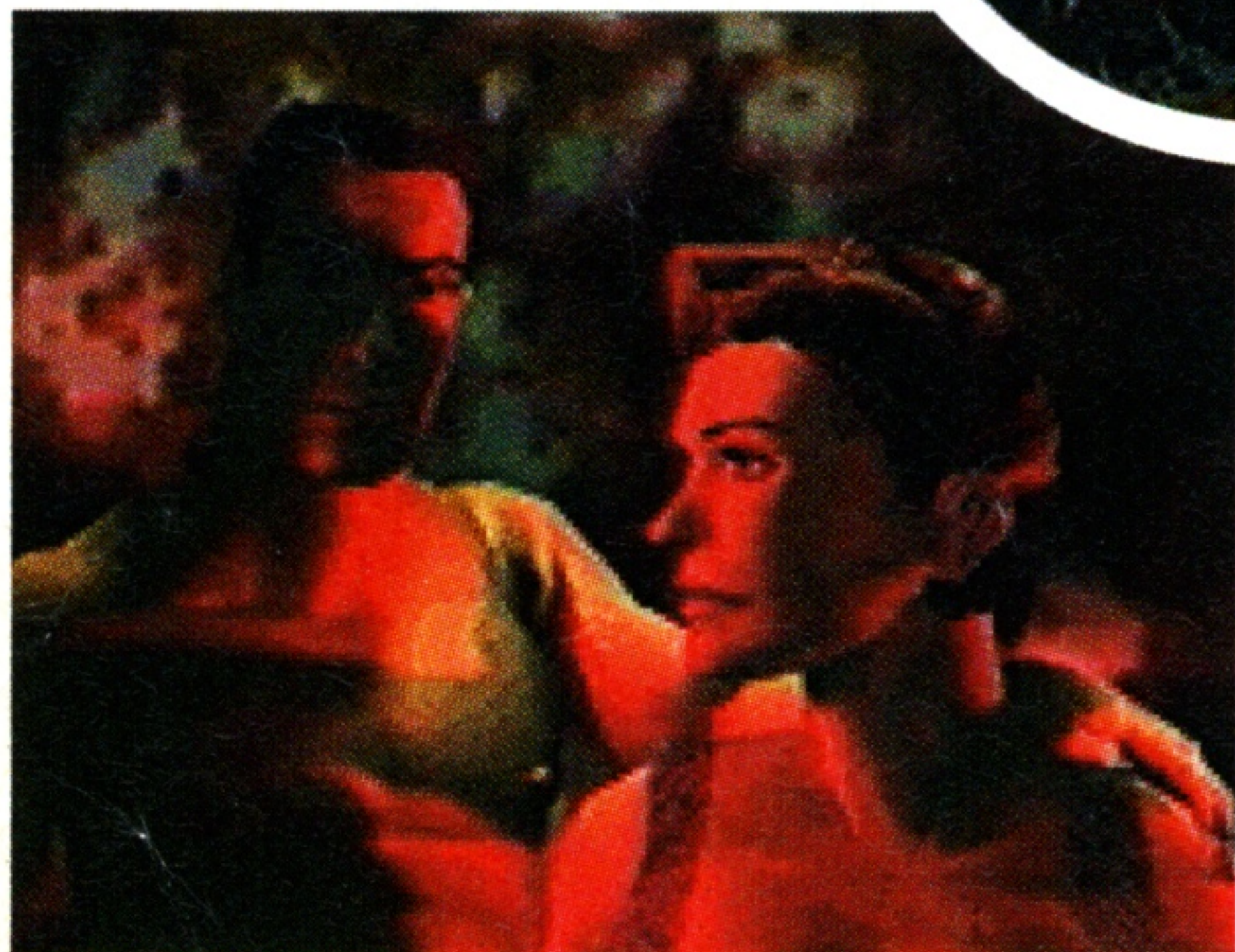
To perk the conversations up, the game does make extensive use of close-ups which, for 3DO, have been expanded from the PC's tiny windows to fullscreen. The *3D Studio* graphics are often highly impressive for demons, but humans tend to look like vacuformed plastic while lip-synching, even on an NTSC 3DO, is poor.

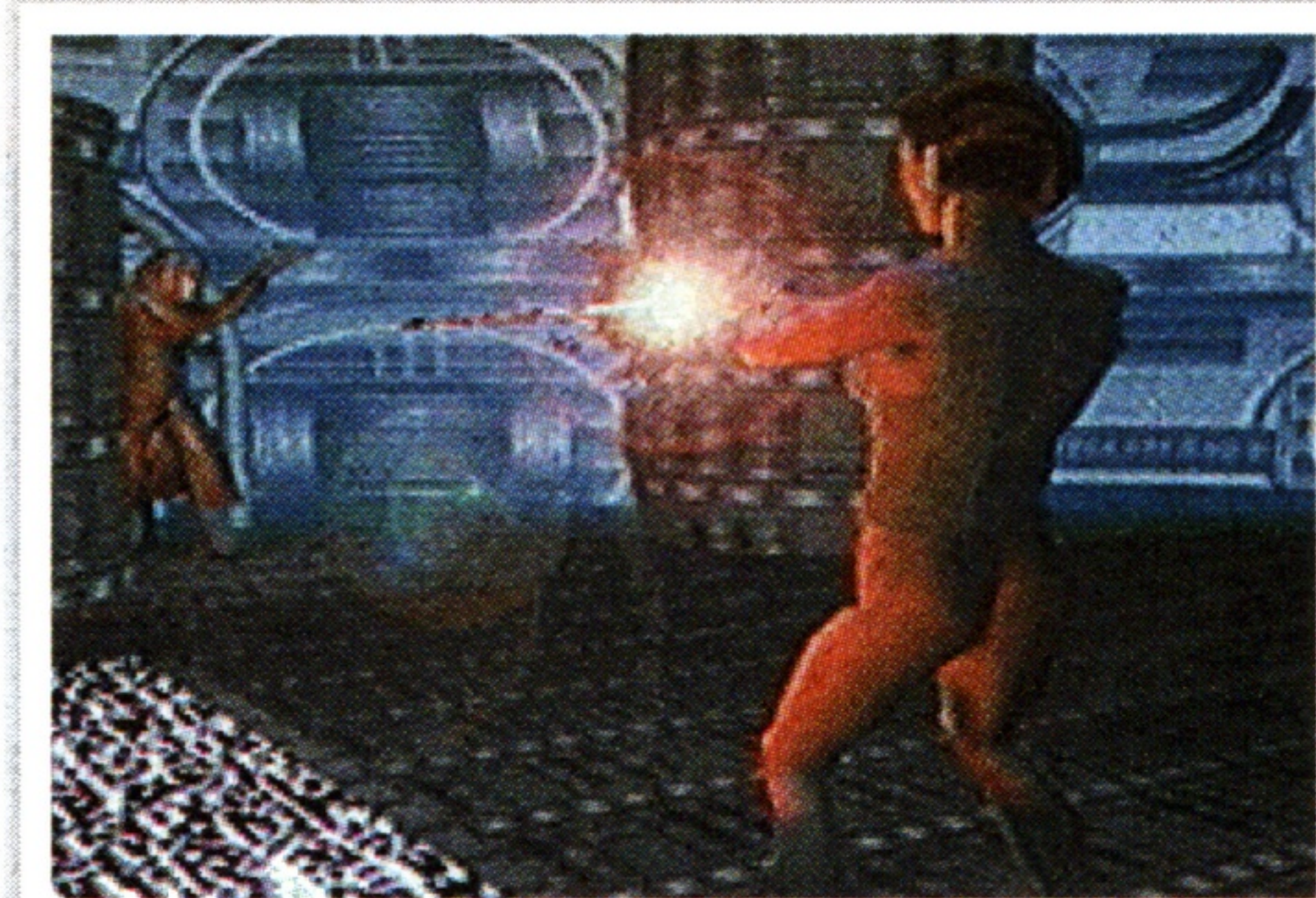
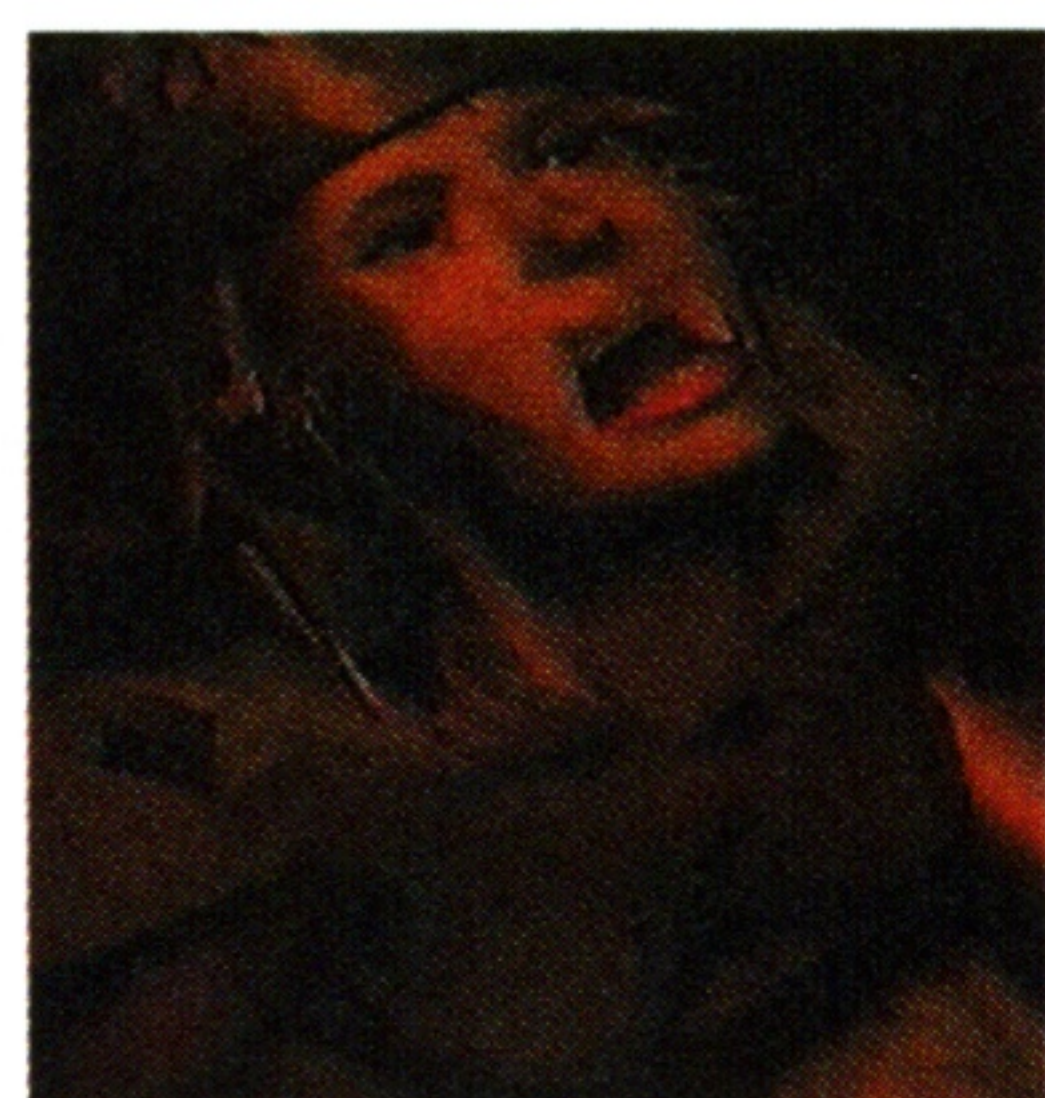
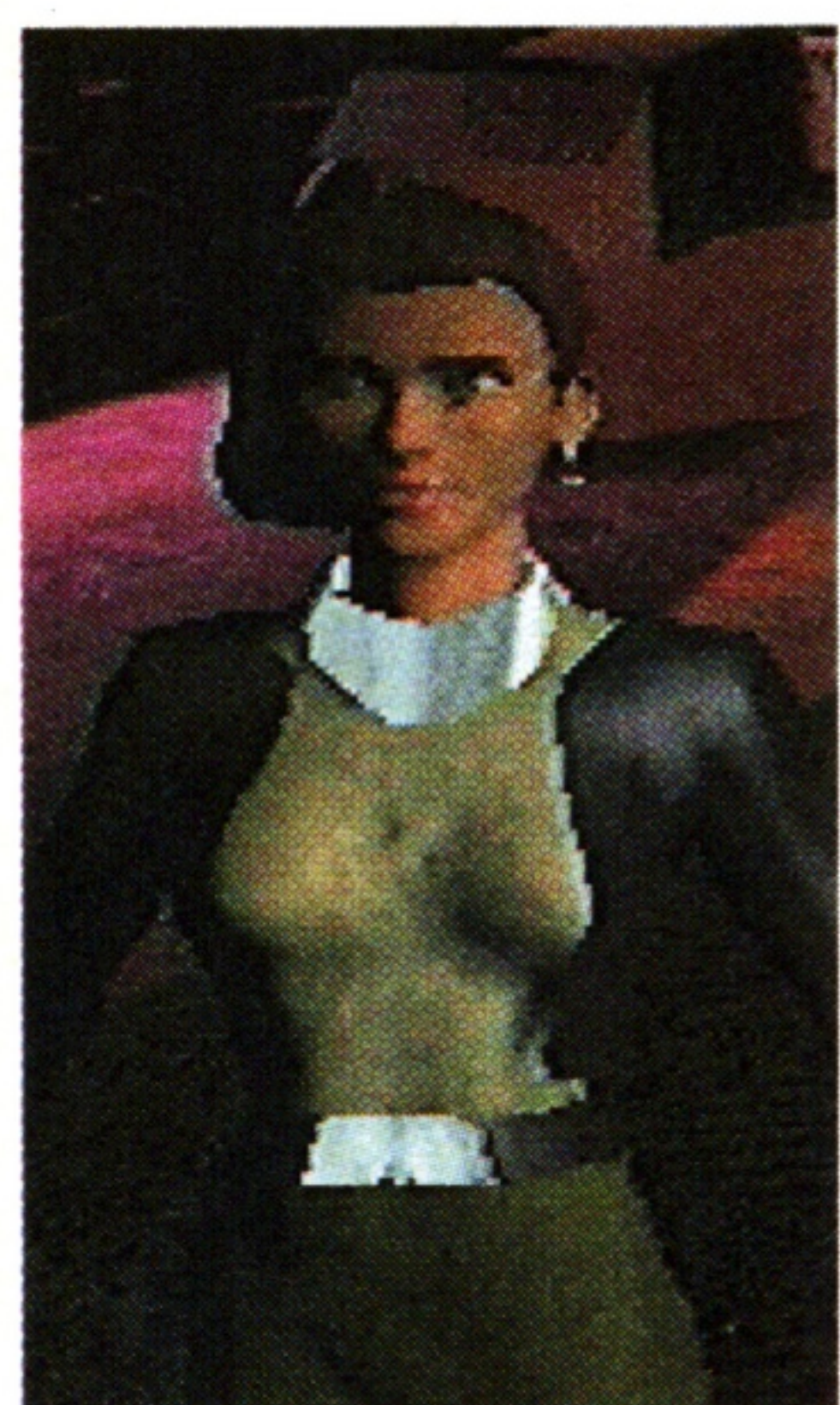
If there's any redeeming *Hell*, it comes from three things: the neat scenario, some clever options and big stars. Besides a slick but memory hungry save system, *Hell* allows you to replay every conversation so far (saving on note-taking), turn off the (lousy) music and activate onscreen text. Since it takes only a second to scan text, this can speed up the game considerably. When you meet Mr Beautiful, you won't want to however. It might be typecasting to have Dennis Hopper voice a drugdealing demon, but he still turns in a wonderful performance and the script gives him some great lines. Supermodel Stephanie Seymour also produces a good turn, especially as she's represented by a digitised hologram. Watching her pose atop a bar, you wonder why Take 2 didn't digitise all the human characters.

Where the *3D Studio* graphics do score is in backgrounds and sporadic animated sequences. The scene where Gideon is disembowelled – and his entrails eaten by a superbly spooky hellhound – is one of the most gruesome sequences I've ever seen in a videogame. It's not actually that disturbing – after an hour of his soporific voice I was rather pleased by it, but there is a genuinely adult sensibility at work in this game. Besides the odd four letter word, there's some unusually macabre scenes. A kidnapped woman bound so her neck periodically breaks, then reforms because she's in hell, is made even more shocking by the Mafiosi demons which casually play poker beside her.

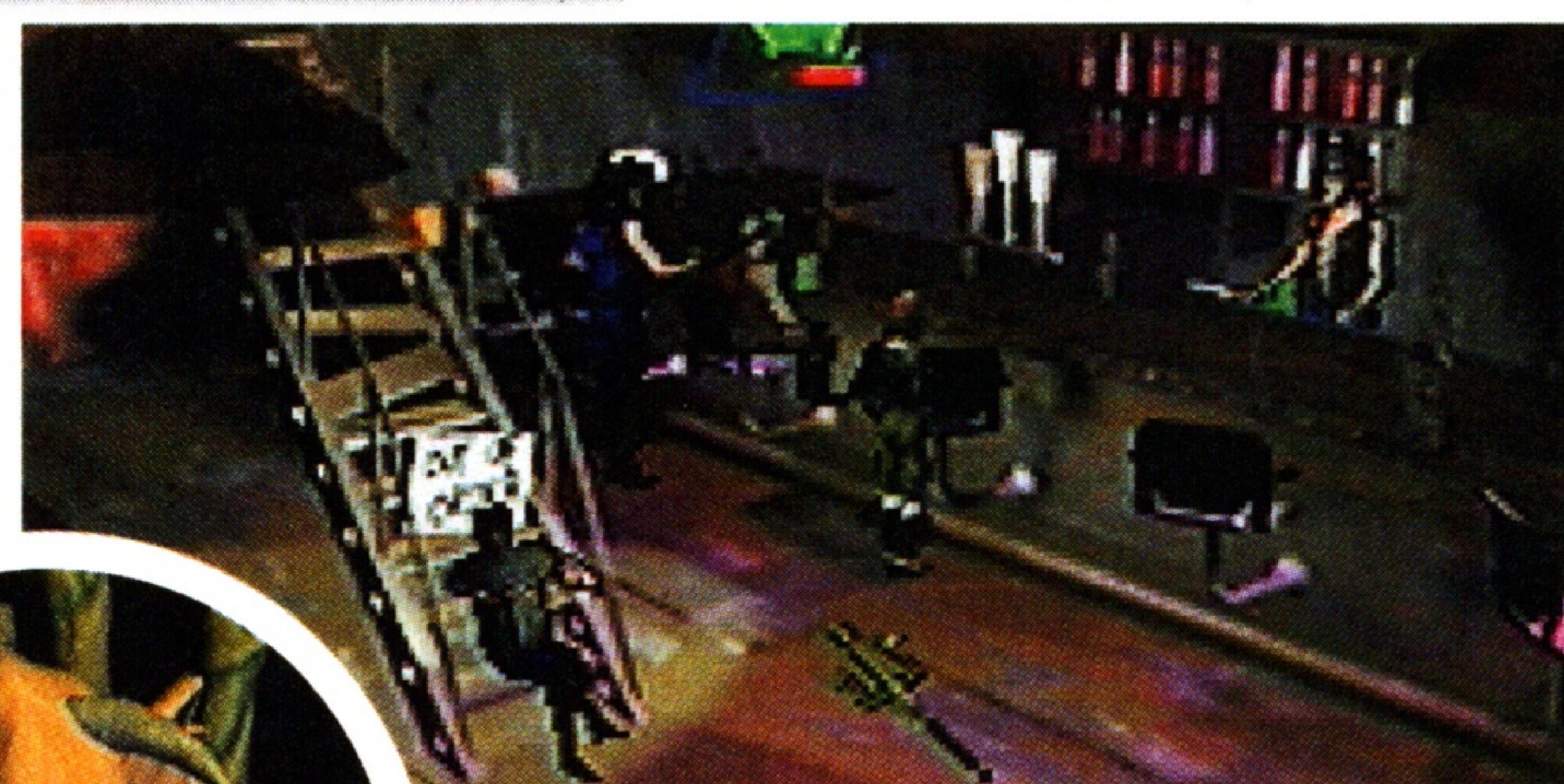
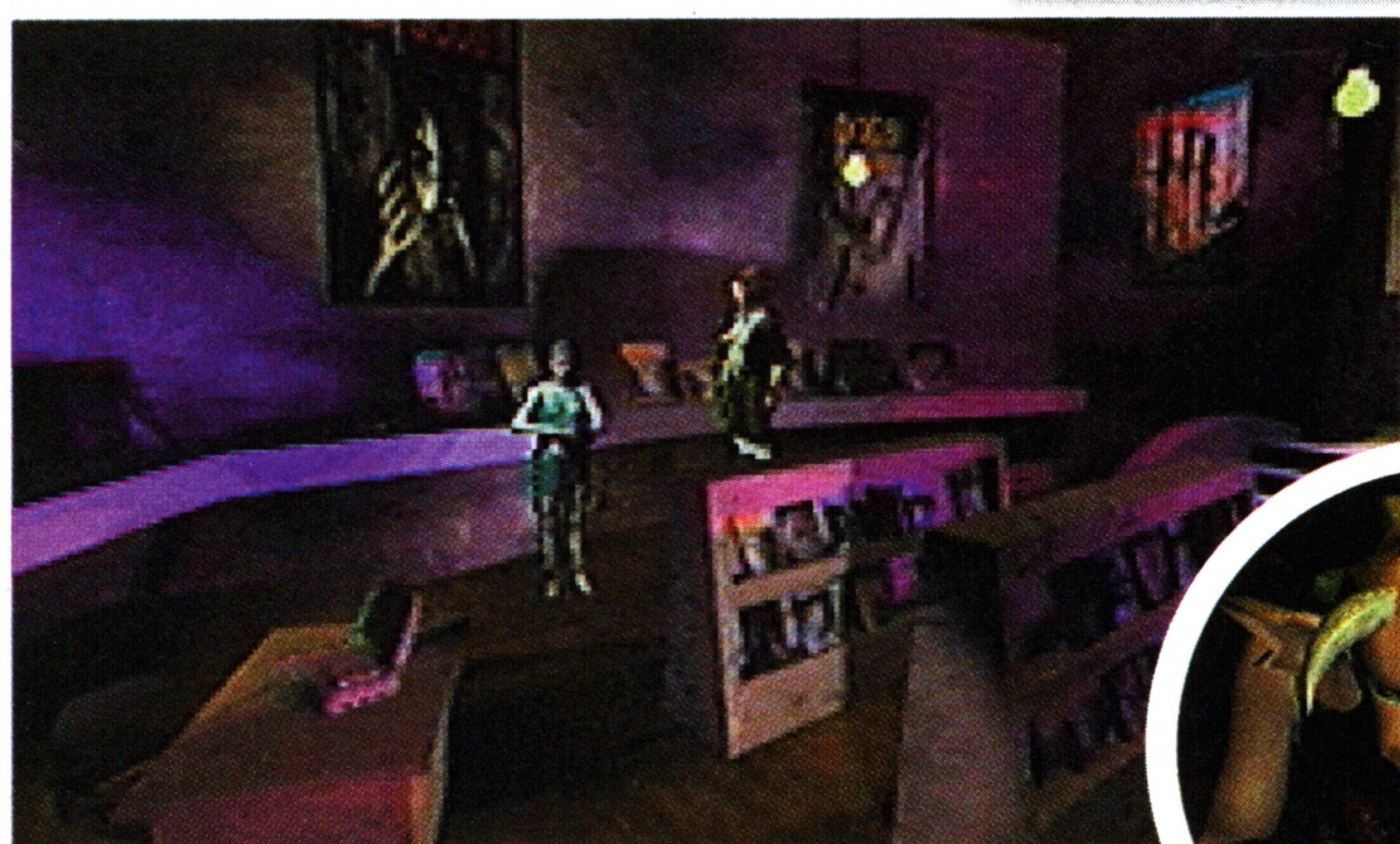
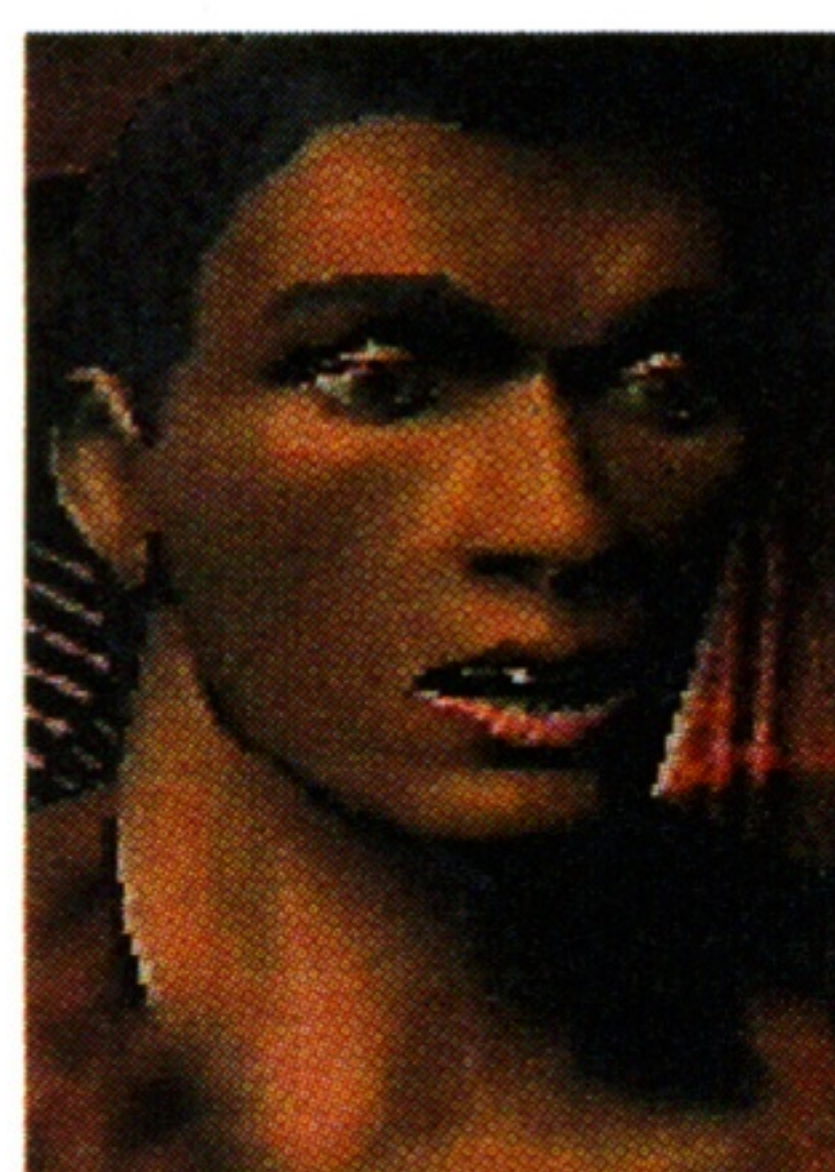
Overall, *Hell* is very much a curate's egg of good and bad elements. The basic adventure is way behind the sophistication and sheer interactivity of Lucasfilm's best. If your patience is short, this isn't the game for you. On the other hand the genuinely imaginative plot, often extraordinary graphics and adult orientation make it a truly provocative and intriguing experience. □ ssw

3DO Magazine rating: ★★★

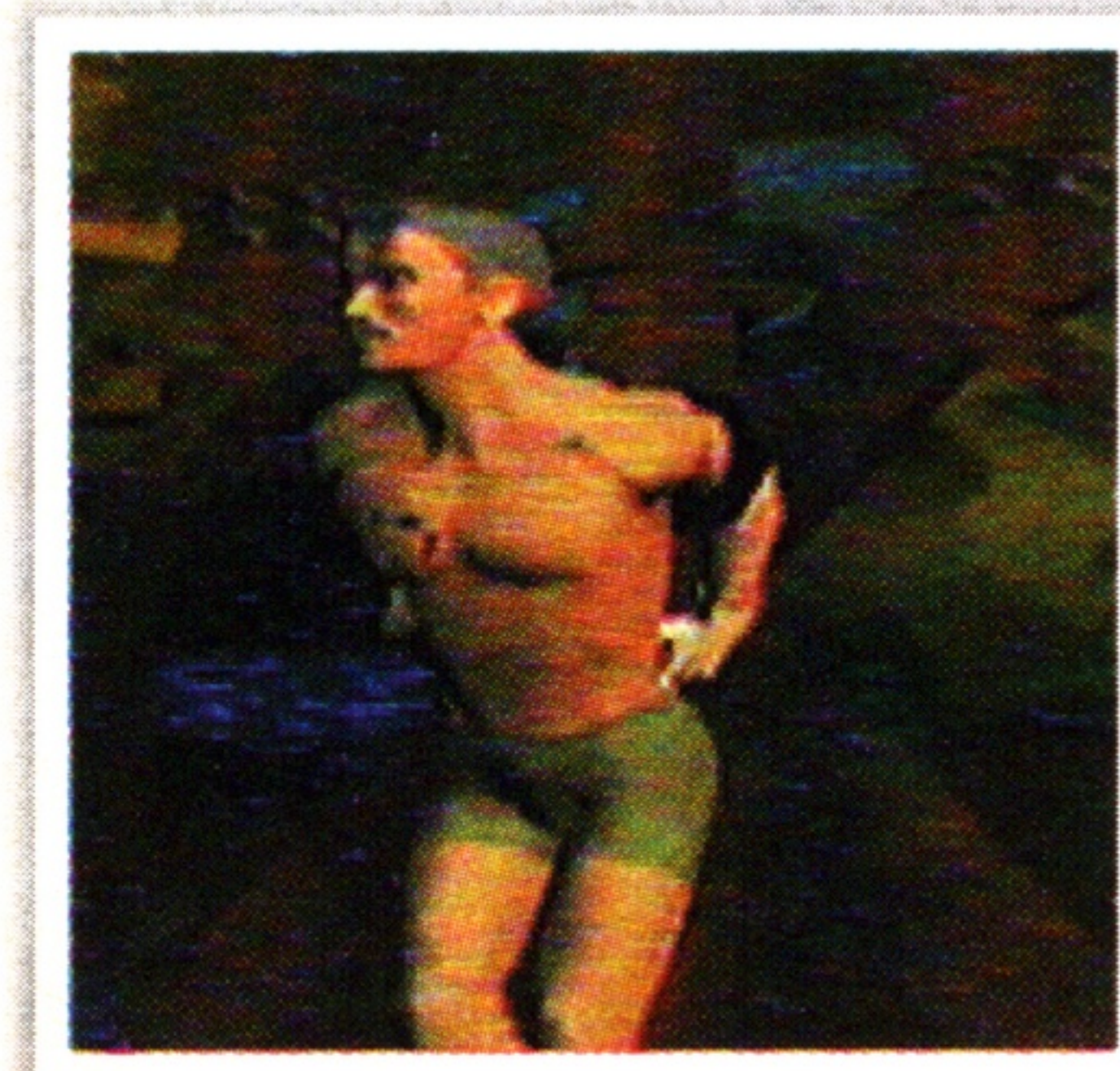




Sanguinarius, above, polishes off Rachel after dramatically gutting her partner, Gideon, right. The duo had more success in the stylish intro (left). But in *Hell*, there are always ways back from death (above, left).



A detailed cyberspace map, left, provides a quick way of getting to the speakeasy (above) and comics shop (far left).



Warmongering generals and admirals suffer neverending torment in *Hell*, right, while demons take their places at the Pentagon (above, left).

The *Daedalus* Encounter

Publisher: Panasonic © 01344 853146 **Developer:** Mechadeus **Save Game:** 4 SRAM Slots **Price:** £TBA **Available:** TBA

While Tia Carre's Wonderbra-equipped spacesuit compares oddly to Christian Bocher's functional body armour, *Daedalus* is on the whole a surprising-

ly serious and grown-up adventure. Compared to the mind-numbing banality and ropey special effects of *Stargate*, *Daedalus'* imaginative, extravagant visuals are a revelation. The cliché opening shot of a sun's corona flaring over the curvature of a huge planet is beautifully done, bearing comparison with anything in 2001. The ship itself is reminiscent of *Aliens'* Sulaco, but if anything more impressive. Cutting edge computer graphics come complete with believable grime, while running lights brighten up the grey with washes of red and blue in true ILM style.

Mechadeus' artists really come into their own with the alien landscapes. The immense potential of CGI is exploited to the full with sets which would cost millions on the Hollywood backlot. Then there's the slick animation of various aliens, the flawless composition of live-action actors and CGI backgrounds – all framed with slick camera pans, zooms and close-ups.

The plot itself isn't quite so extraordinary, reusing that sci-fi favourite of stumbling on a deserted alien ship. The backstory is that the first interstellar war of 2135AD ended with your ship being blown apart. Tia and Christian ejected successfully, but your pod got hit with debris – scratch one body. Now reduced to a 'brain-in-a-box', you got boosted like most of the parts of Tia and Christian's new ship, all for a quest to find fame and fortune salvaging wrecks. The opening

Right, has Tia fallen into a swoon for Christian? Or is she just worried his thick skull was fatally bashed in a fall? The soap opera dilemma of whether those sarcy comment conceal deeper feelings run through the game.



Hollywood stars, awesome SGI sets and state-of-the-art special effects... There have been interactive movies before, but never anything quite like this.

pyrotechnics of the space war are neat, but the real fun comes with Tia and Christian shuffling their feet as they explain your rather dire situation. The acting is a world away from the wooden performances in most of Digital Pictures output – there's a real humour about this game.

The game's visual panache comes through with special force on 3DO

thanks to an excellent conversion by Palmsoft. While the PC version offered a choice between small window FMV or jerky fullscreen, the 3DO version is entirely fullscreen on NTSC. The FMV isn't quite as pinsharp as *Wing III*, but the occasional glitch is minor and overall it's excellent. There's also an superb stereo soundtrack which, besides dialog which is both well acted and wittily written, boasts a wealth of exceptionally convincing sound effects and good background music.

So after all this praise, we

finally come to the gameplay. What of that, then? Well, it's not bad either. There are occasional arcade sections, such as joining in a lasergun fight, while various locations have to be explored with searchlight and claw, but the core of the game are logic puzzles. Life support systems fail, doors refuse to open, strange alien artifacts need to be activated. For all of these problems, superbly drawn puzzles expand to fill the screen and get the old brain cells ticking over.

Old Spectrum puzzlers like *Deflector* are stylishly resurrected in hi-res, 24bit



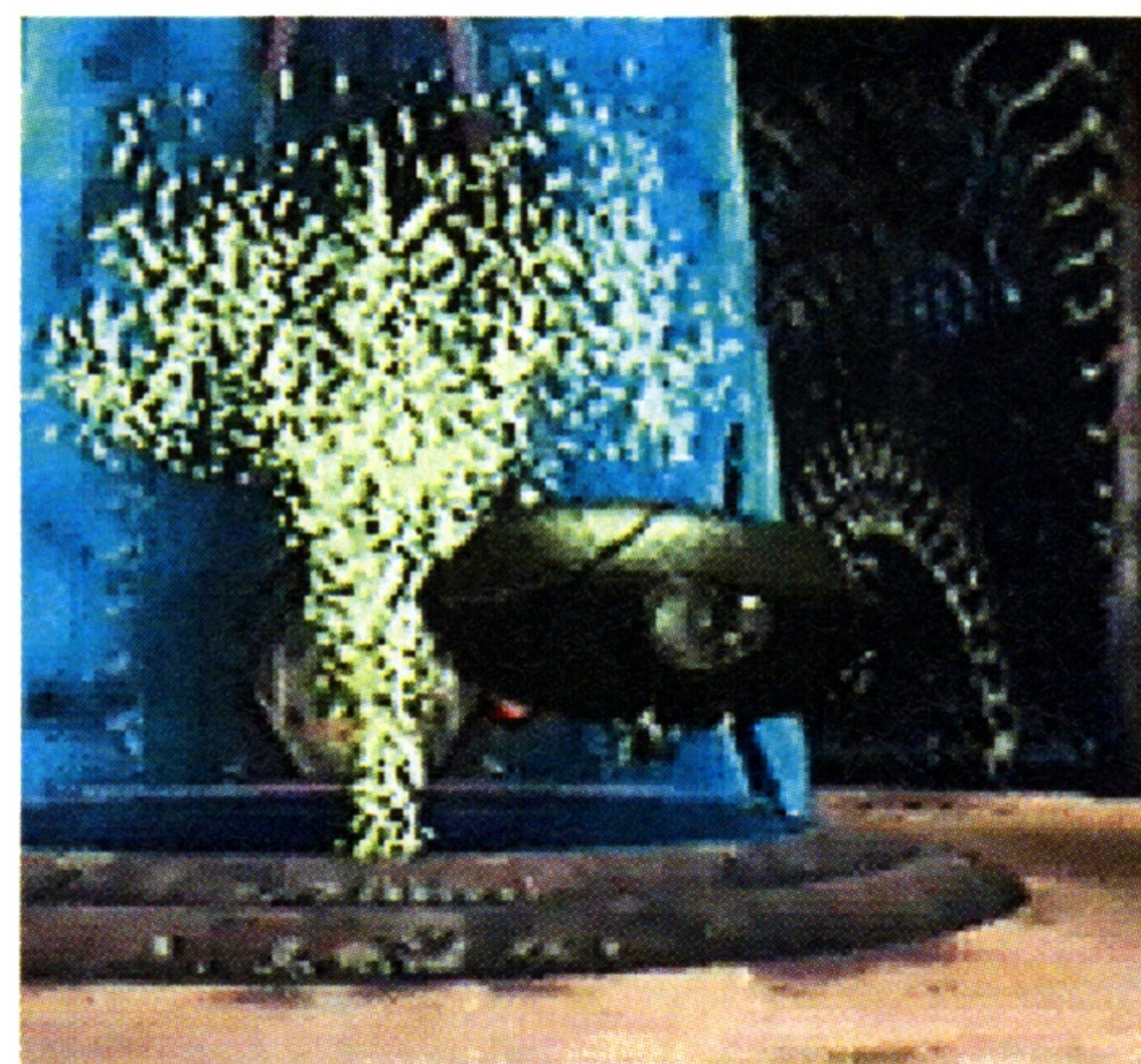
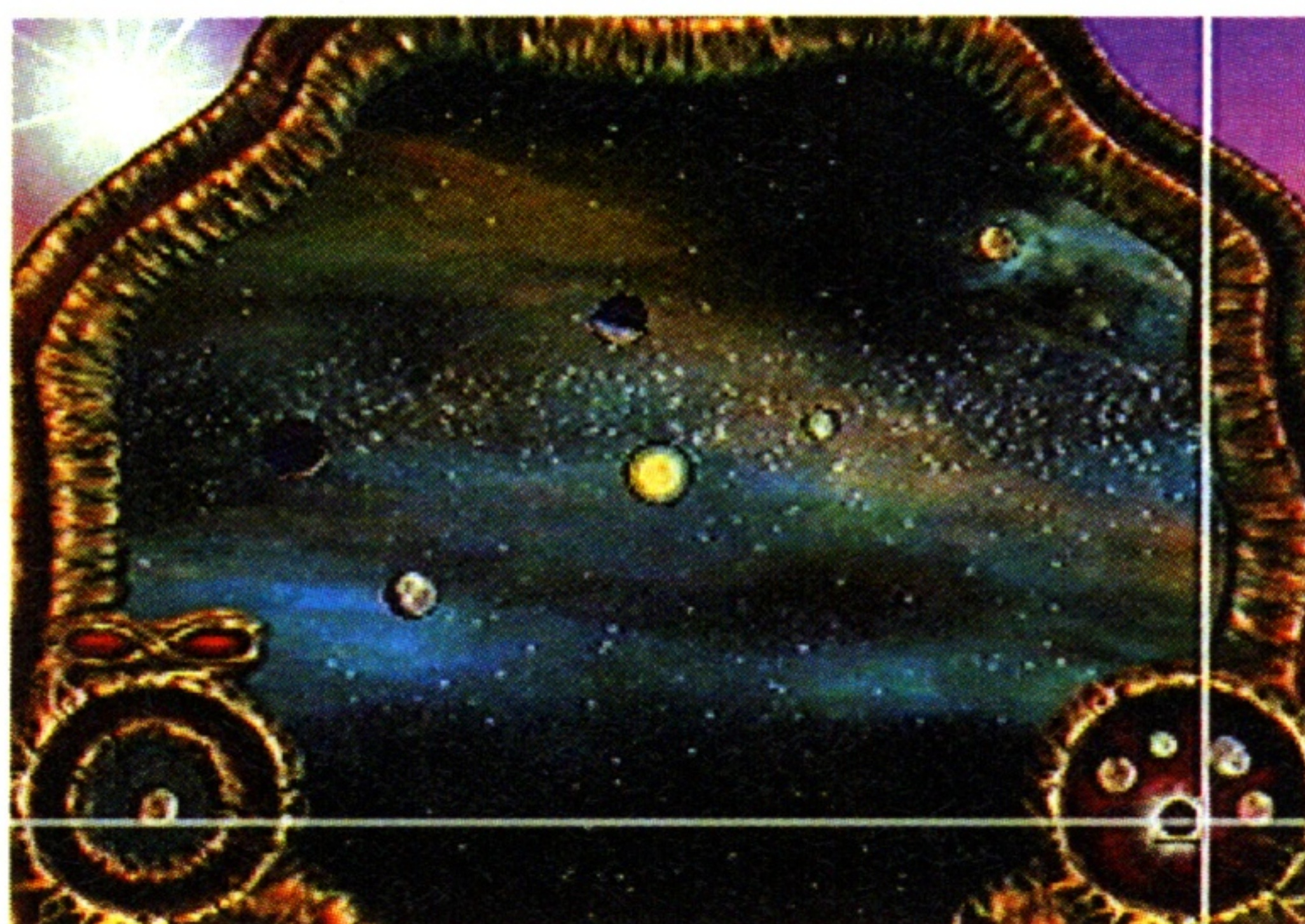
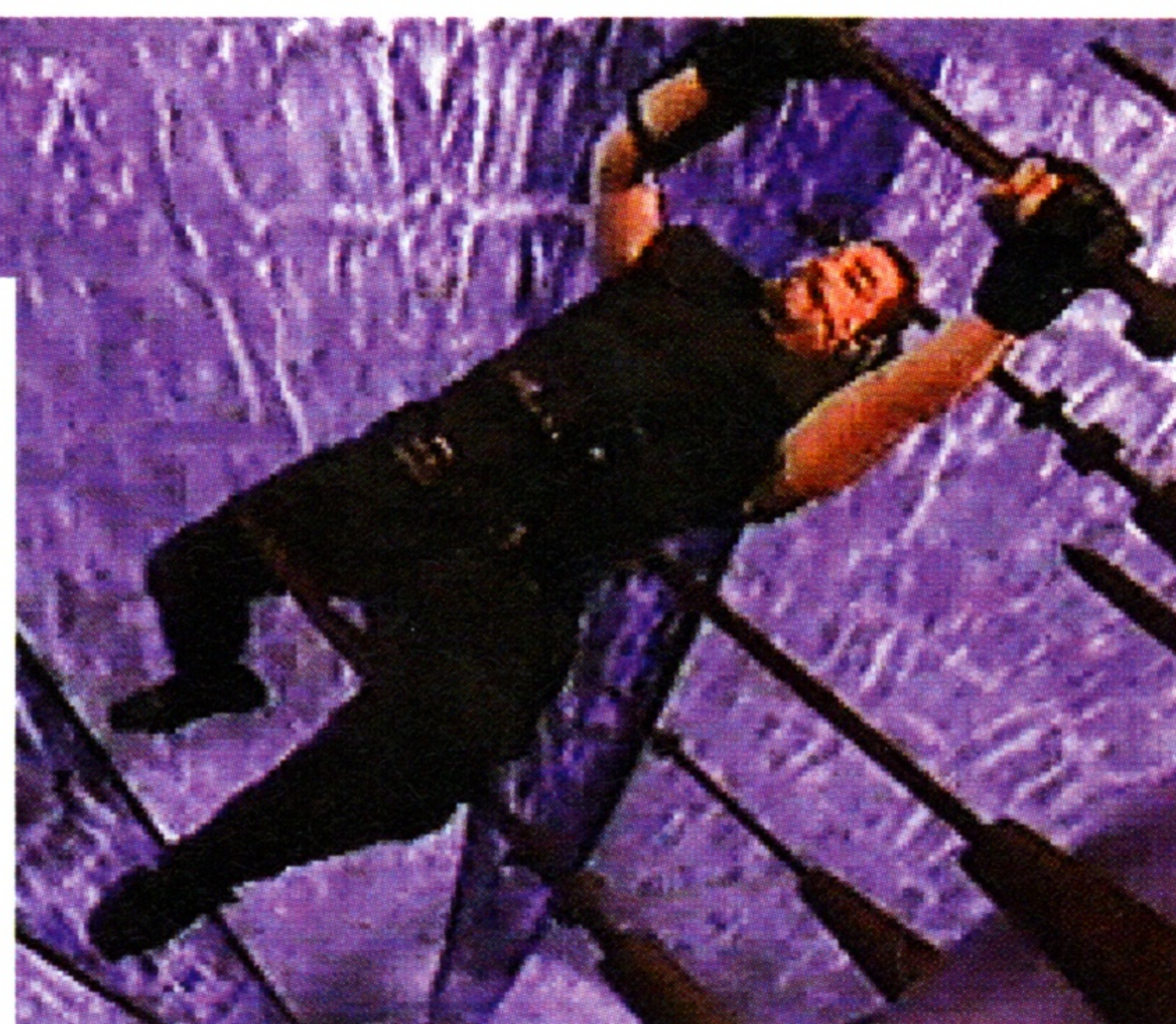
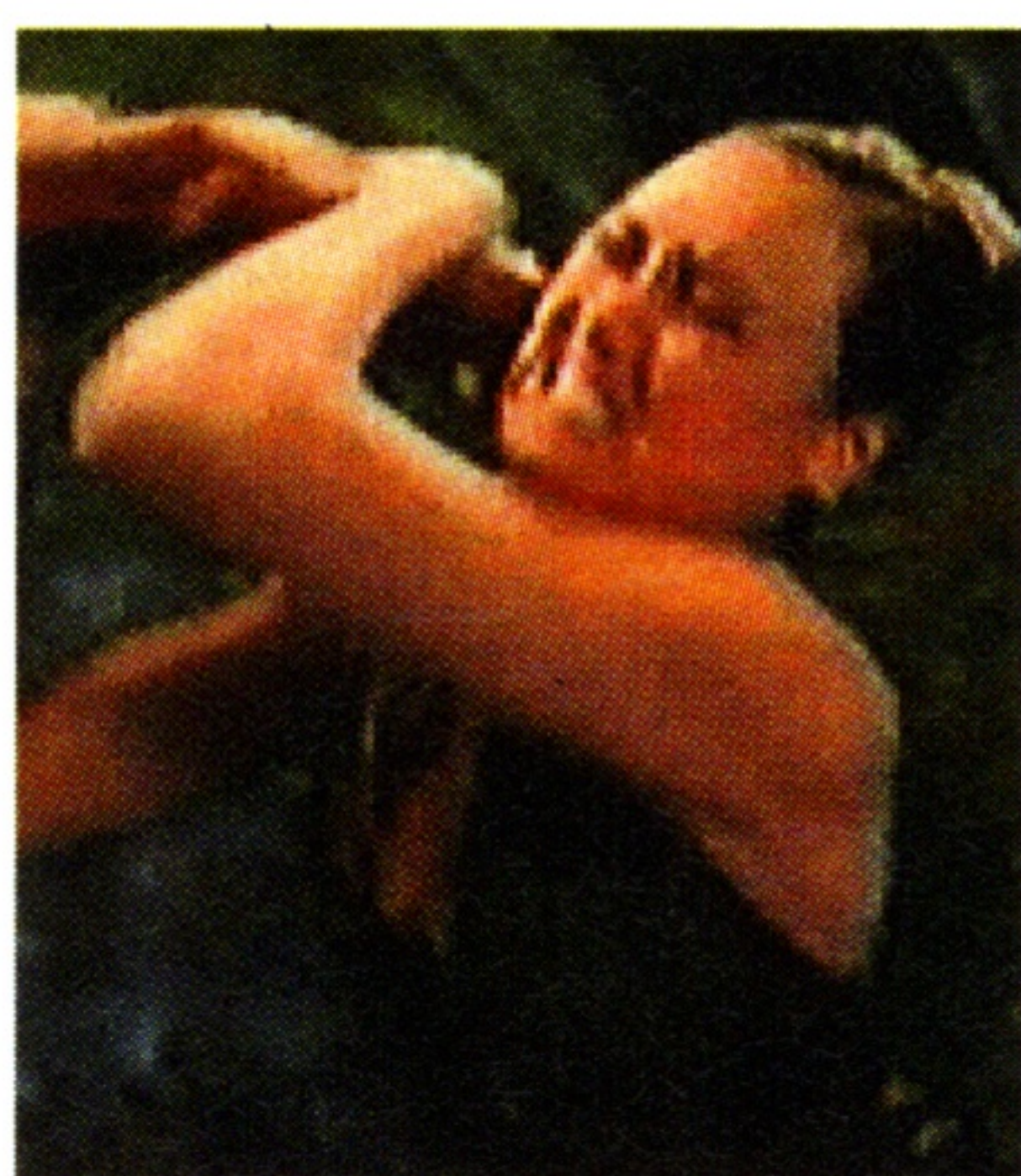
One of the few arcade sequences has you blasting these bat-like creatures. Hit something and a cut sequence shows it dying. Predictably simplistic but entertaining.

colour mode. Besides deflecting laser beams, you must arrange planets for a solar eclipse, superimpose various shapes to obtain a coherent image and much, much more. These start off pretty tame, and three skill levels do make a big difference, while the user-interface is the best I've ever seen – saving before every problem and allowing you to jump right back to a problem if you die on it.

Arcade maniacs are never going to be reconciled to this 21st century Krypton Factor, but even non-puzzle fans should give it a look. After all, if you really were stuck on an alien spaceship, it's all too believable that most of your time would be spent puzzling over obscure iconographic problems. *Daedalus* at least throws in some action – not to forget Tia as well, of course.

Overall, *The Daedalus Encounter* is a pretty cool movie and reasonably interactive with it. If you fancy the idea of it, there's no doubting this is an excellent implementation. □ ssw

3DO Magazine rating: ★★★★★



While Tia's an excellent distraction, this is the real game: a variety of beautifully presented and varied logic puzzles. Top: rotate the outer circles so their designs combine to produce the required image in the centre. Middle: rotate the various planets to cause an eclipse. Bottom: pressing a button causes some plungers to slide home, others to pull back. Work out the button sequence to get all the plungers home.

Top, that's you, that is. The probe your disembodied brain controls is frequently shown whizzing about the spectacular sets. On the left, the vertical strip of your virtual controls overlay a particularly ugly monster. From the top: yes/no, analyse, data, activate probe arm, searchlight, IR/UV light, probe on, probe diagnostics, probe launch and laser. The various analysis screens are particularly well done and often have useful clues hidden in the techno-jargon.

Space Pirates

Publisher: Mirage © 01260 299909 Developer: ALG Save Game: No Price: £TBA Available: TBA

Whilst *Mad Dog II: The Lost Gold* and *Crime Patrol* (reviewed in 3DO Magazine 3) significantly enhanced the rather rusty format defined by *Mad Dog McCree*, disguising the linear nature with branches to different levels and much improved action, *Space Pirates* fails to take the genre any further, settling for a different scenario by way of compensation, and this makes ultimately play somewhat disappointing. However, this type of game is inevitably good fun to begin with, particularly with two players shooting hell out of the TV, and the pulp sci-fi trappings of the game are entertaining, albeit in a 'bad' fashion (almost as bad as *Tank Girl*).

The plot is appropriately preposterous, with you playing the part of an heroic Star Ranger, charged with taking down Captain Talon and his huge horde of planet-hopping Space Pirates, who are kidnapping colonists and making everyone's life hell. Talon is a classic videogame nasty, because he's not just nasty in a logical, constructive sense, he also possesses those exhibitionist, malicious streaks essential for a truly nasty baddy. Colonists aren't just killed, they're held hostage, to provide human barriers for Talon's pirates and, if they're women, they tend to get tied up, possibly to distract you from the job at hand. Your only hope of destroying the near indestructible Talon (who pops up now and again to remind you that he's nearly indestructible) is by collecting enough energy crystals to power-up the star splitter cannon (it's big), and blast Talon into a sequel.

There's no doubt that the camp visuals of *Space Pirates* are entirely appropriate for light gun genre – blasting lasers is a whole lot more fun than old west horseplay – and ALG have certainly spent a modest sum on sets, costumes and location shoots to create a fairly impressive environment. Sure, the style is more Flash Gordon than *Blade Runner*, with ridiculous costumes, fabulously silly alien make-up and ludicrously leathery baddies, but it looks better than your average episode of *Scavengers* or *Blake's 7*. And whilst the odd bit of tacky sexploitation could cause offence (particularly the large amount of bewitchingly dressed female pirates to be dispatched) there's nothing as overtly tacky as *Crime Patrol's* strip joint.

At times *Space Pirates* gets positively surreal, certain scenes exposing an intriguing 'artiness' that suggest bursts of inspiration from the 'creative team'. One section, with a dominatrix and dwarf standing on top of a sand dune, throwing goblets in the air for you to shoot, truly baffles but is still

With the violent Wild West and contemporary streets of crime infested America amply exploited for the maniac scenarios ALG thrive on, only the imaginary future of 2023 seems left to offer enough violence for GameGun addicts. Thus we have *Space Pirates*, a future so frightfully tacky, you'd probably turn the gun on yourself...



Evil Talon, right, is a bad as can be, and the princess in distress, above, though not as gussy as the female side-kick in *Crime Patrol*, does add a welcome touch of glamour to the proceedings.



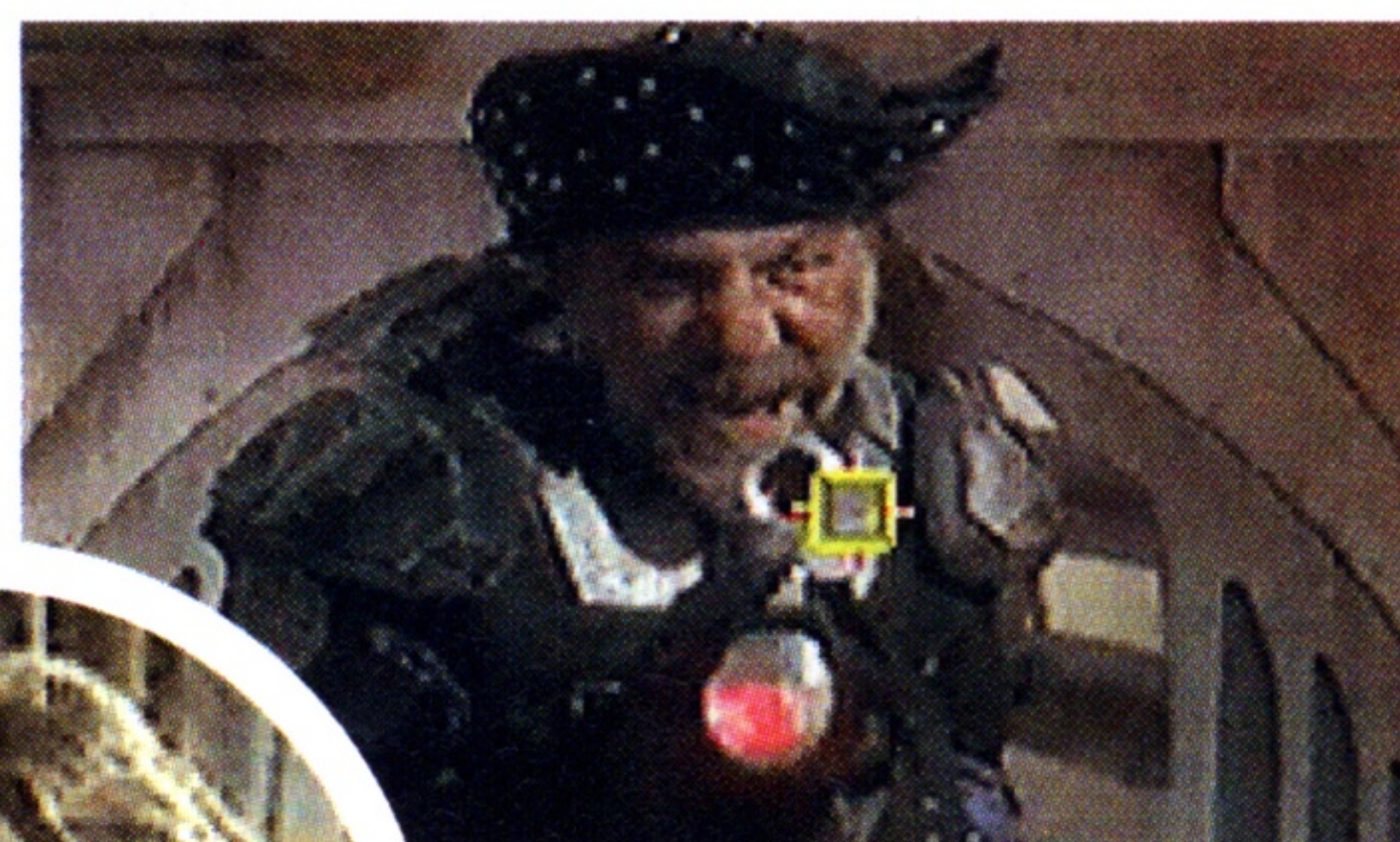
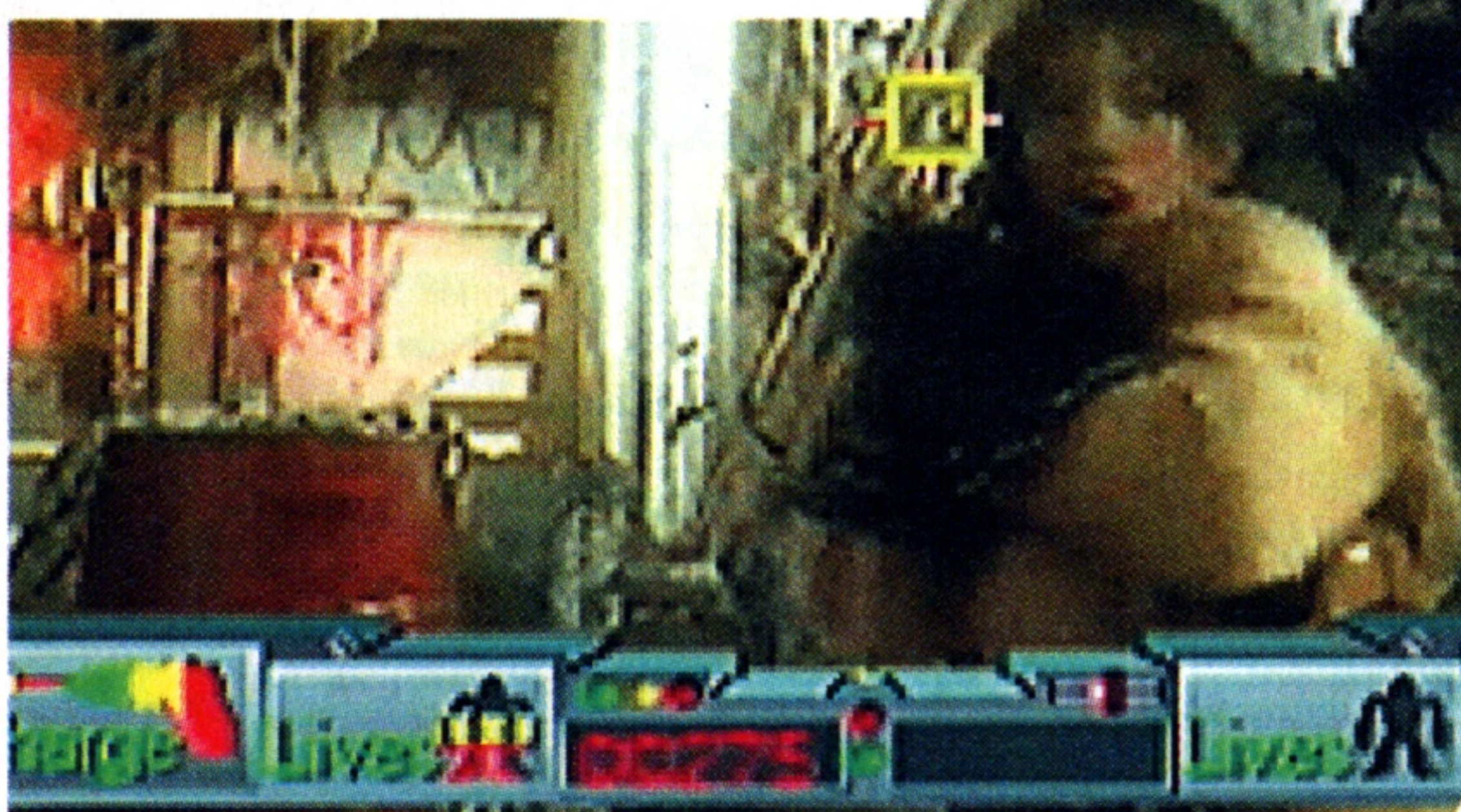
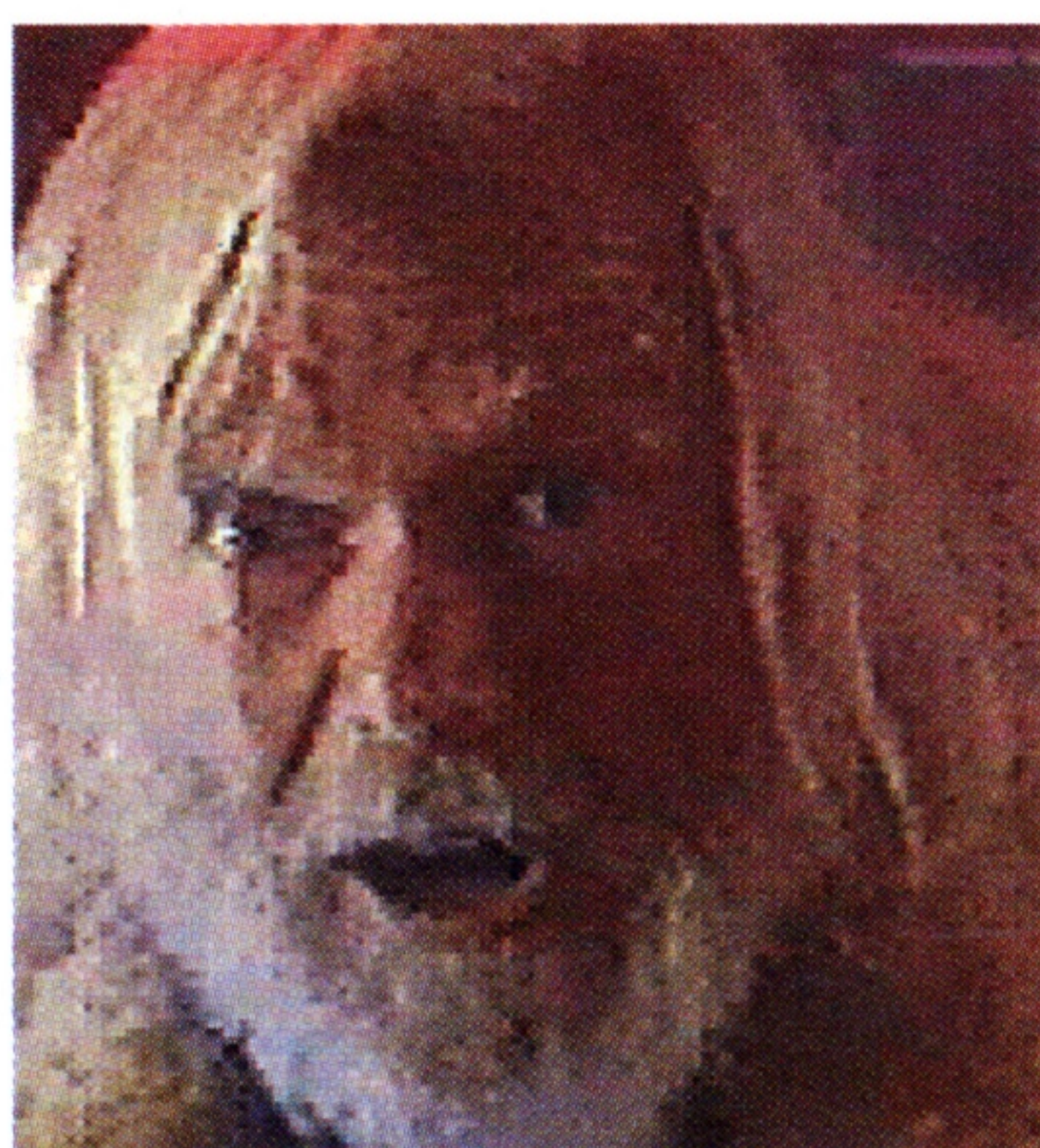
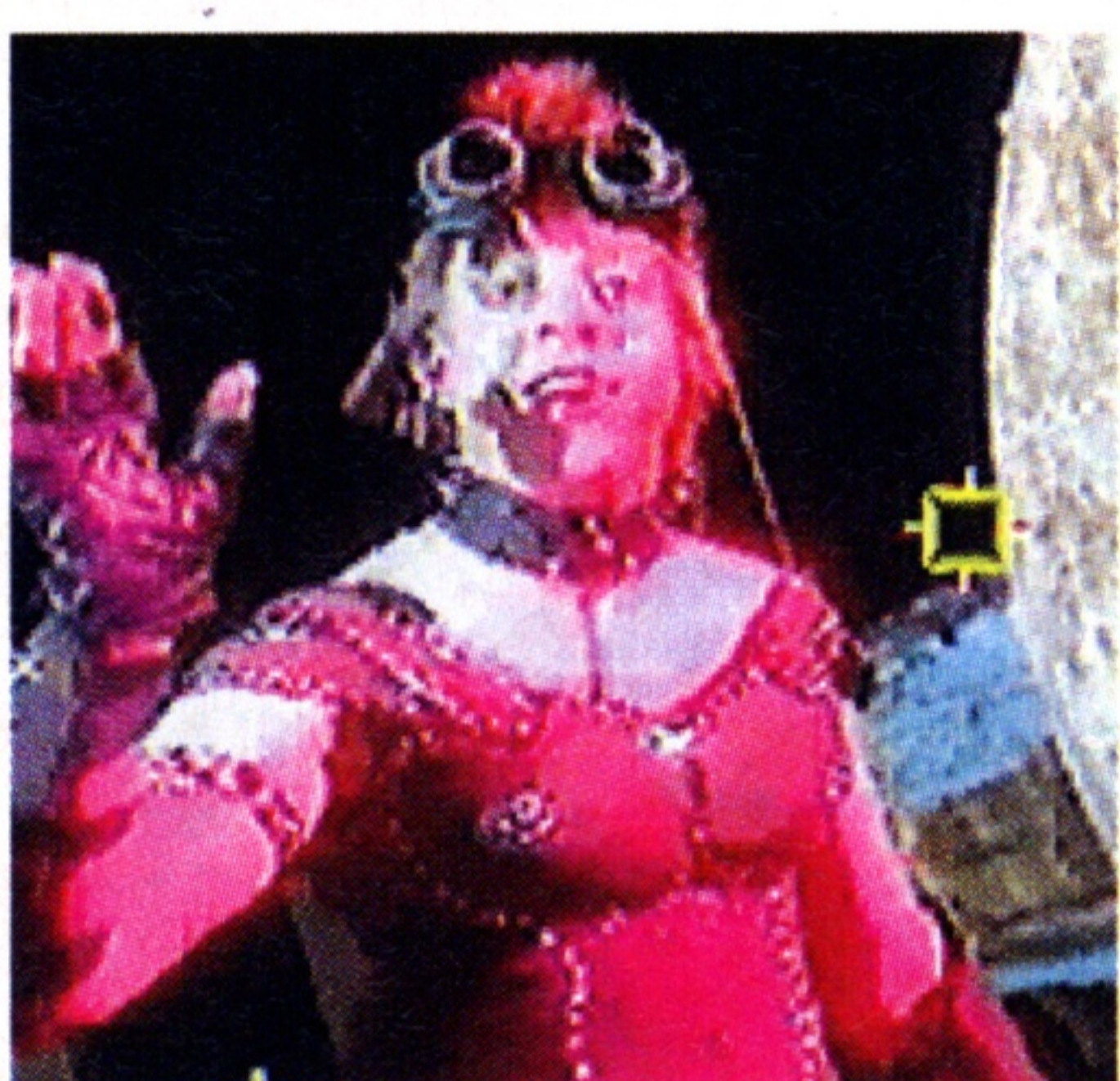
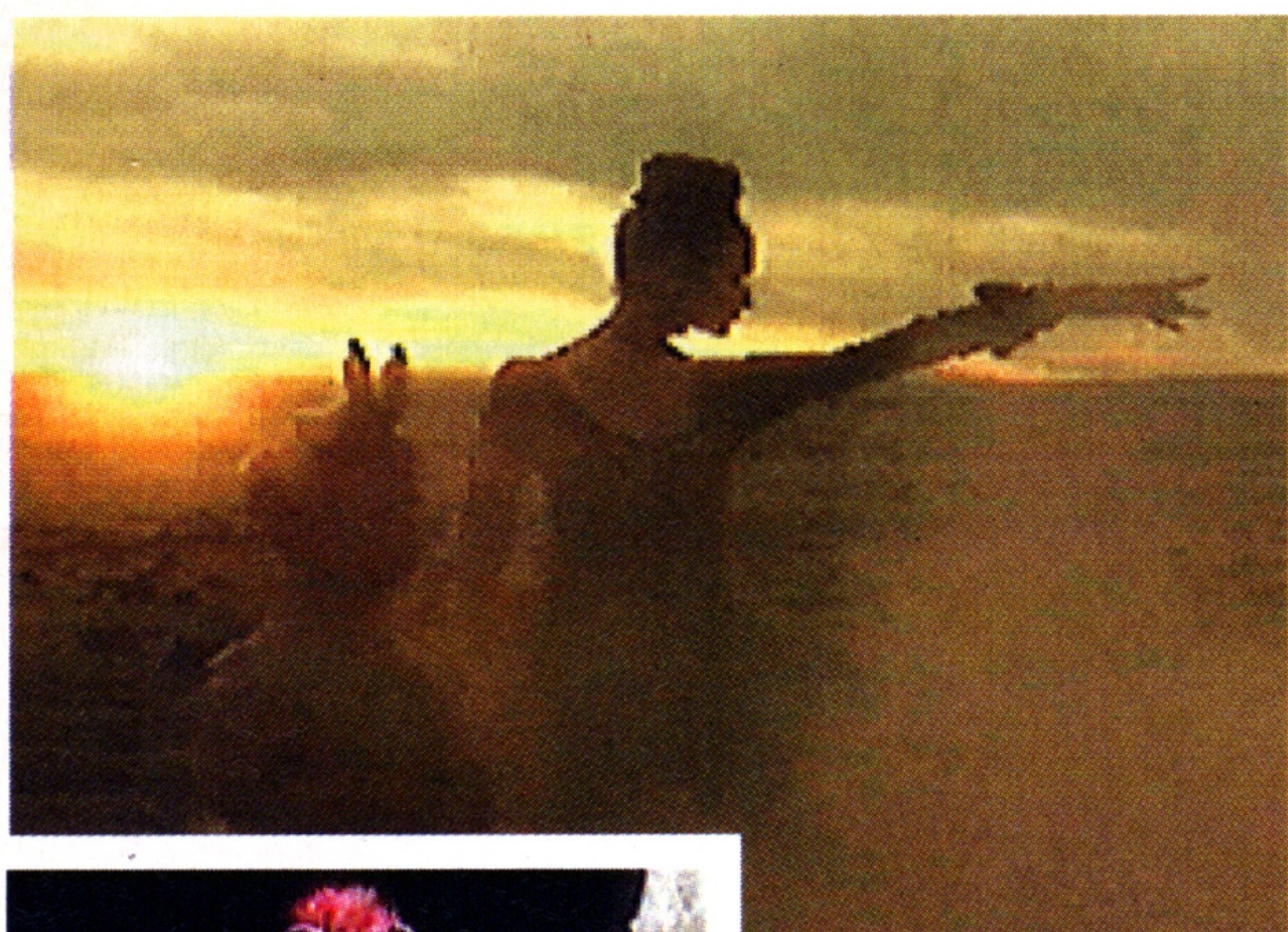
impressive for its dream like direction and (shaky) symbolism. The occasional 'trip' like this is weirder and more affecting than anything ALG have pulled off before, but too infrequent to significantly enhance the experience. For the most part *Space Pirates* is typical laser gun stuff, fast and furious, playing it for quick, straight thrills. The FMV quality is consistently good, with each short scene featuring a pre-set number of baddies popping up from behind boxes, dropping from ropes or leaping in front of you, all spliced in random order so that whilst you may know where they'll appear from, you won't know when. This stays off terminal monotony, as does the familiar technique of throwing hostages onto screen at random intervals, luring the nervous and trigger happy into an unintentional assassination. Take out a friend, and you're bearded spiritual guide will rap your knuckles and take away a life, and those continues are soon used up... Most striking is the use of hand held cameras, cheap but effective camera tricks and a few optical effects (for lasers and disintegrations) which certainly make this the best looking of the GameGun bunch. The slightly more tactical approach required – memorising colour sequences for freeing hostages and codes for crystal implementation – makes play almost adventure like, but

don't be fooled into thinking this is a thinking man's game. As with its predecessors, *Space Pirates'* play revolves around repetition, learning the mechanics of each section, making slow progress. However, the wide variety of planets to hop across and aliens to encounter makes it all feel pretty big, with enough branch points to postpone irritation when a seemingly impossible section gets just too much to cope with.

Play wise, one-player joypad control is fiddly (the A/C slow/fast buttons on the joypad are most unsatisfactory), two-players with two joypads is better, but using the GameGun itself is the only real way to play, bolstering the atmosphere and enabling much faster reaction times. If you're a fan of the genre, there's no doubt that *Space Pirates* is as good as its limited but fun predecessors, and novices seduced by the format will be entertained for a while. But with the follow up, *Drug Wars*, offering more of the same, ALG really should consider investing some thought on this format, as it needs some serious re-invention if it's to acquire anything larger than a cult following. **mcw**

3DO Magazine rating: ★★★

•NOTE: Potential purchasers who will wish to use the ALG GameGun, should be sure to purchase an official (UK) copy of *Space Pirates*, as import copies will not be compatible with a British TV or GameGun.



Exteriors, above and top left, provide a welcome breaths of fresh air, with both arty and tacky scenes. Get shot by a sharp shooting enemy, left, and there's the obligatory cackle of laughter to inspire grating teeth. Below, another elaborate bondage set from kinky Talon...

The easiest way to lose lives (and your patience) is to accidentally clip hostages, who are randomly dragged on screen to trick the trigger happy. The amount of female baddies to be blasted (inset) is surprisingly high.



VR Stalker

Publisher: BMG © 0171 9730011 **Developer:** Morpheus Interactive **Save Game:** Passcodes **Price:** £39.99 **Available:** Now

Programmed by a brand-new start-up company, *VR Stalker* is an intriguing hotch-potch of ideas and graphic trickery. The opening sequence is a bravura display of intro cinematics with lots of professional looking pans and fast cuts as various aircraft scramble. The *Terminator 2*-style voice-over is an unintentional parody while the storyline is purest hokum, but the visuals still get the pulse going. It's all the more impressive because rather than Silicon Graphics hardware, Morpheus used high spec Amigas with Video Toasters and Lightwave 3D. You can certainly see why Silent Software asked them to do produce the intro for *Return Fire*.

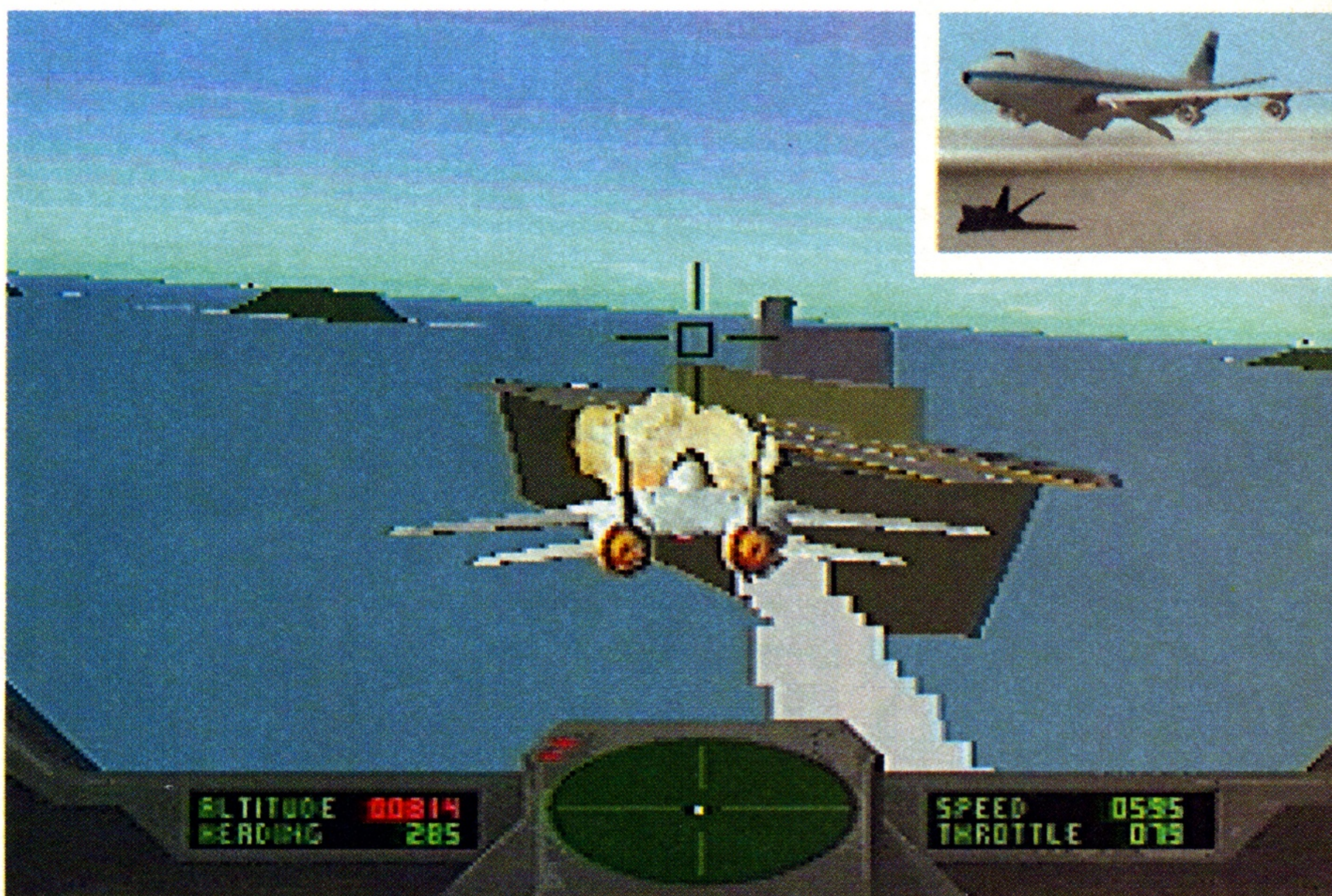
The game's main idea is, unlike the intro, both realistic and intriguing. The eponymous *VR Stalker* technology puts the player not into a fighter's cockpit, but a virtual reality outfit with radiolink to real aircraft. It's not original, but with 3DO's graphics chipset the visual possibilities are fantastic. Rather than a boring old realistic cockpit, why not a cyberspace version with the usual Head-up-Display info being expanded to provide a complete 3D environment? Unfortunately, the operative word is 'could' and in-game *VR Stalker* clearly aims to be as realistic looking as possible – right down to your knees making an appearance in the F-14 cockpit!

The graphic engine is an effective mix of sprites (for enemy aircraft) and polygons (for ground objects such as bunkers, skyscrapers and hills). The technique allows for plenty of speed – slowdown only rears its ugly head when the programmers lurch entertainingly over-the-top with ridiculous amounts of aircraft swirling about on the toughest missions. In fact sometimes it's too fast with the lack of ground detail making judging your height tricky, and you can lose height easily.

For the UK version, Morpheus betray their enthusiast origins by taking time to rework the game. It still runs in letterbox on PAL, but all of the aircraft cockpits have been redrawn – they're still no works of art, but they're much improved, as are exterior views of the aircraft which now boast shading to make them far more realistic.

Unsurprisingly, *VR Stalker's* resemblance to any kind of serious sim is entirely coincidental. Look up the family tree for this game and you'll find Sega's *Afterburner* rather than Microsoft's *Flight Simulator*. Missions begin with you in the combat zone and

Originally released last year by American Laser Games, it's taken BMG for the game to make its official transatlantic crossing to PAL. It certainly boasts some neat presentation, but does gameplay match up?



end as soon as the last target is destroyed. You have complete freedom within the combat zone and the game is compatible with the Flightstick Pro, but your controls are simplistic to say the least: increase/decrease speed and fire weapons – either cannon or missiles.

Some minimal tactics come in with your choice of aircraft, initially on offer are a Grumman F-14 Tomcat (good all-rounder), A-10 Thunderbolt (best for ground attack) and General Dynamics F-16 (best for air combat). The aircraft all handle differently, the Thunderbolt being particularly cumbersome, but the main difference is more simplistic with the F-16 having fast reloading air-to-air missiles, but its ground variants taking ages. With the Thunderbolt, it's the reverse.

As you progress through the levels, more aircraft become available. The Northrop F-117 Stealth Fighter and F119 Stealth Bomber offer harder to detect versions of the above, while the X-2 experimental has 'turbo thrust' and 'guided plasma blasts'. Besides adding a bit of variety, they also give extra lives – when all your planes are lost

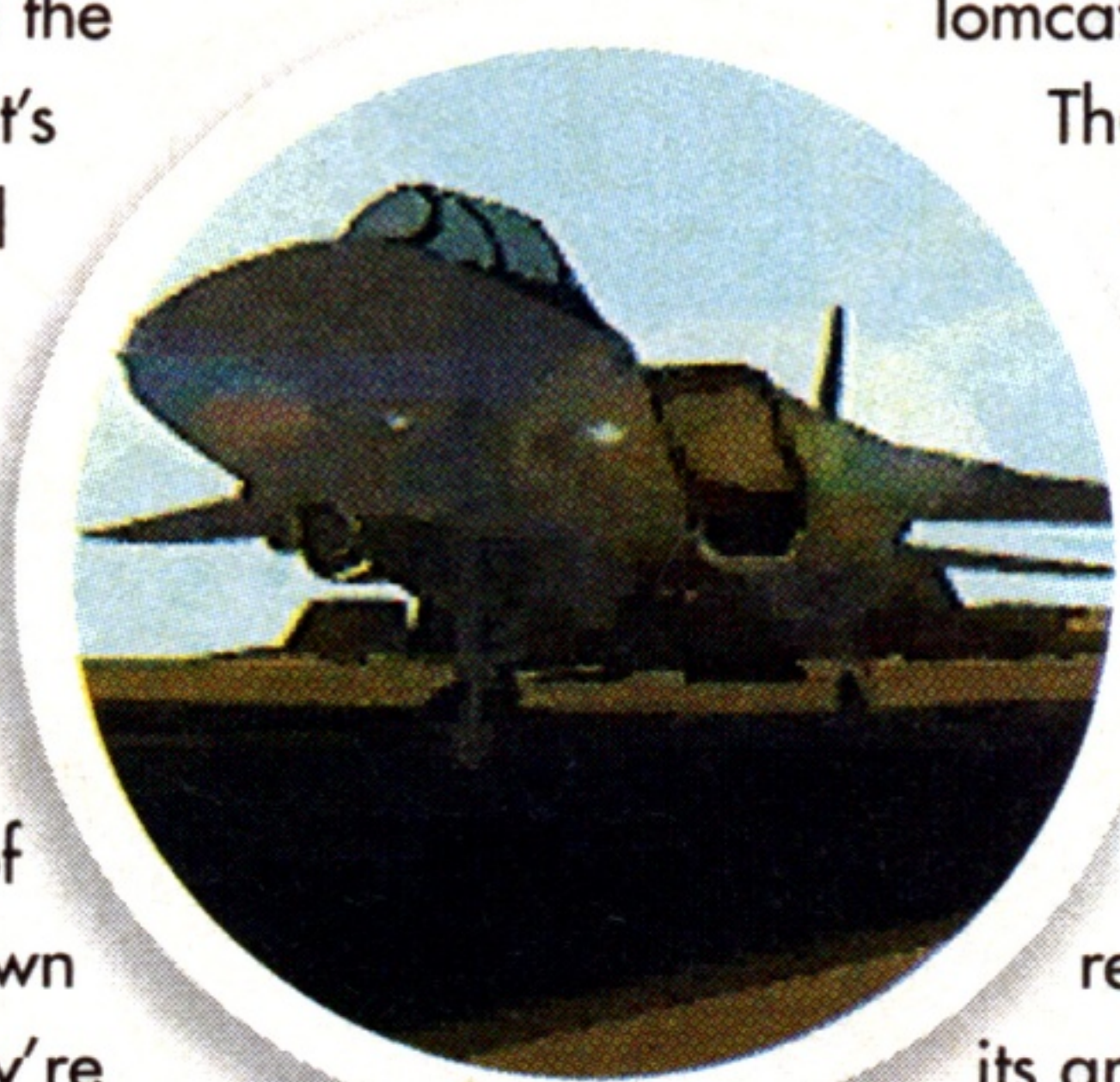
Top, a lengthy opening sequence and intros for each aircraft help set the scene for the action to come. Above, an F-14 hammers an aircraft carrier with a salvo of missiles. In the distance a pair of islands play host to more enemies.

it's game over.

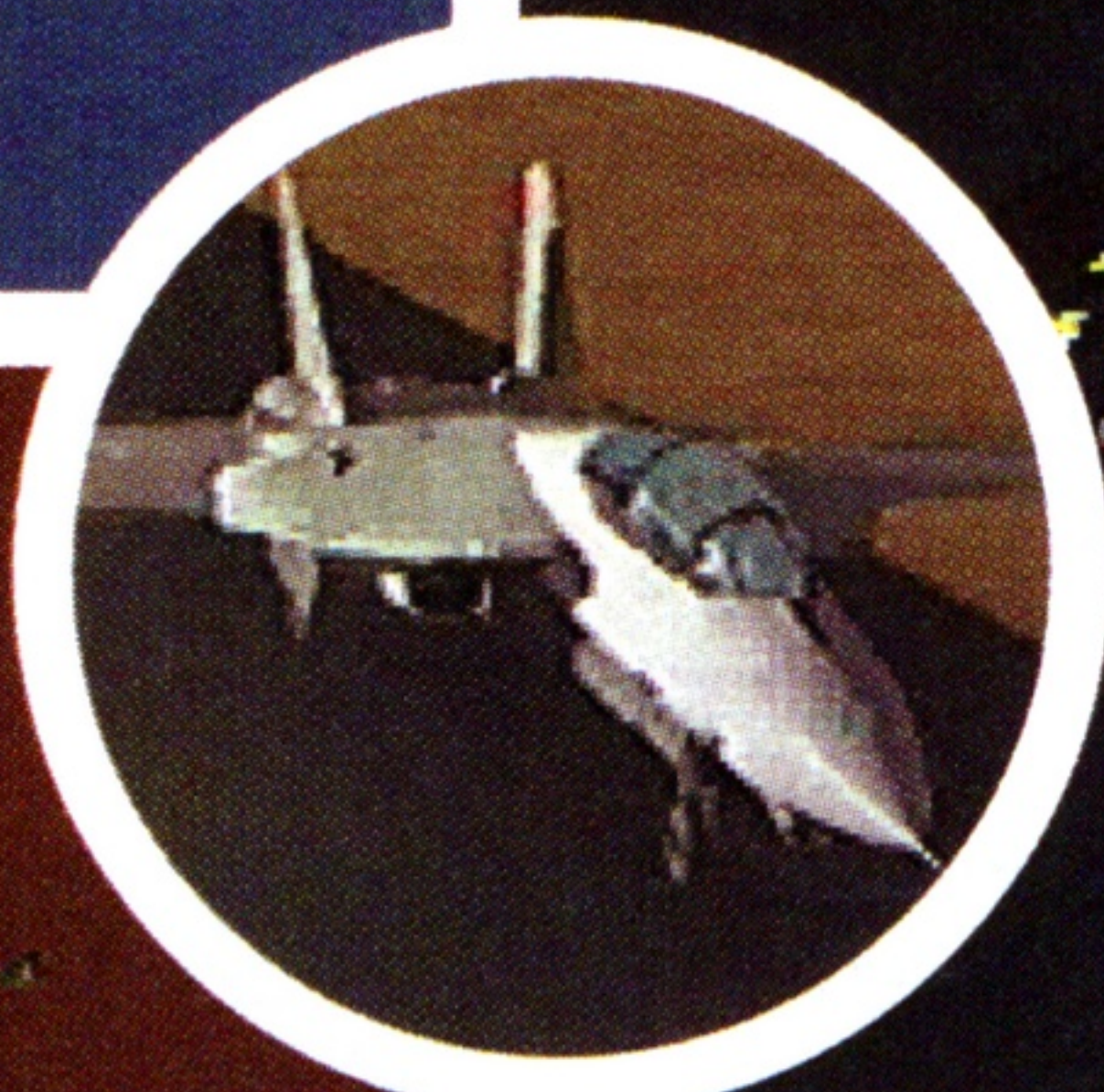
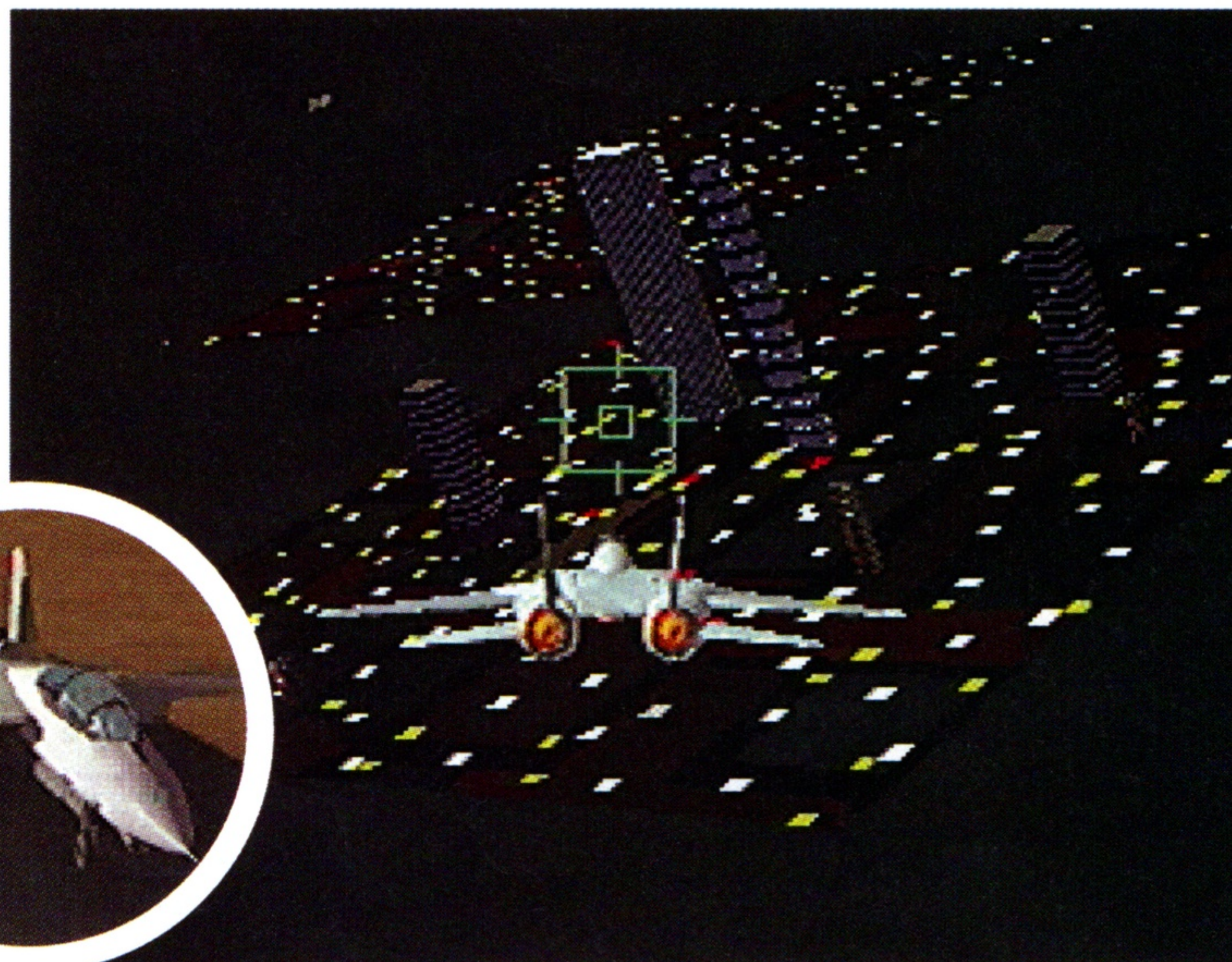
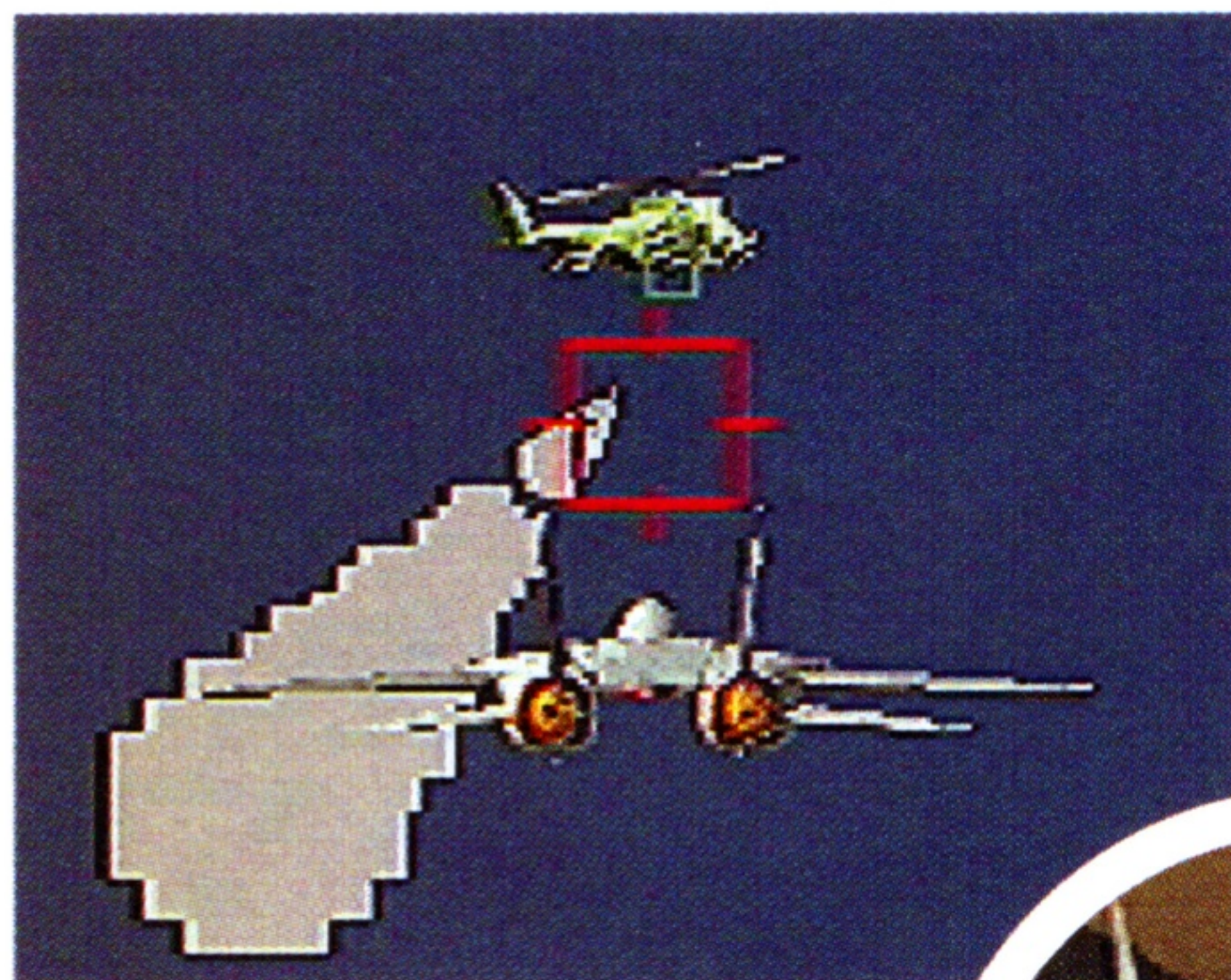
Besides the extra aircraft, the game also improves with more dramatic locations. Level one's mostly flat, boring desert landscape gives way to a reasonably effective city and far more tricky, hilly terrain. Enemy tactics are rarely that advanced, gunship helicopters seem little more than floating targets, but their numbers provide a decent challenge and the graphics have some nice details. The way enemy flak zips past is nicely done and explosions are effective, if hardly spectacular.

For flight sim fans this is, at best, only a stop-gap before Domark's *Flying Nightmares*. For arcade fans, this comes a very poor second to the *Shock Wave* series which has far better presentation, in-game graphics and gameplay. To quote Sleeper, this is very much an 'Inbetweenner', a reasonably diverting filler between major releases. While probably more comfortable at a budget price, it's fast enough and playable enough to be worth a look and is a promising debut. □ ssw

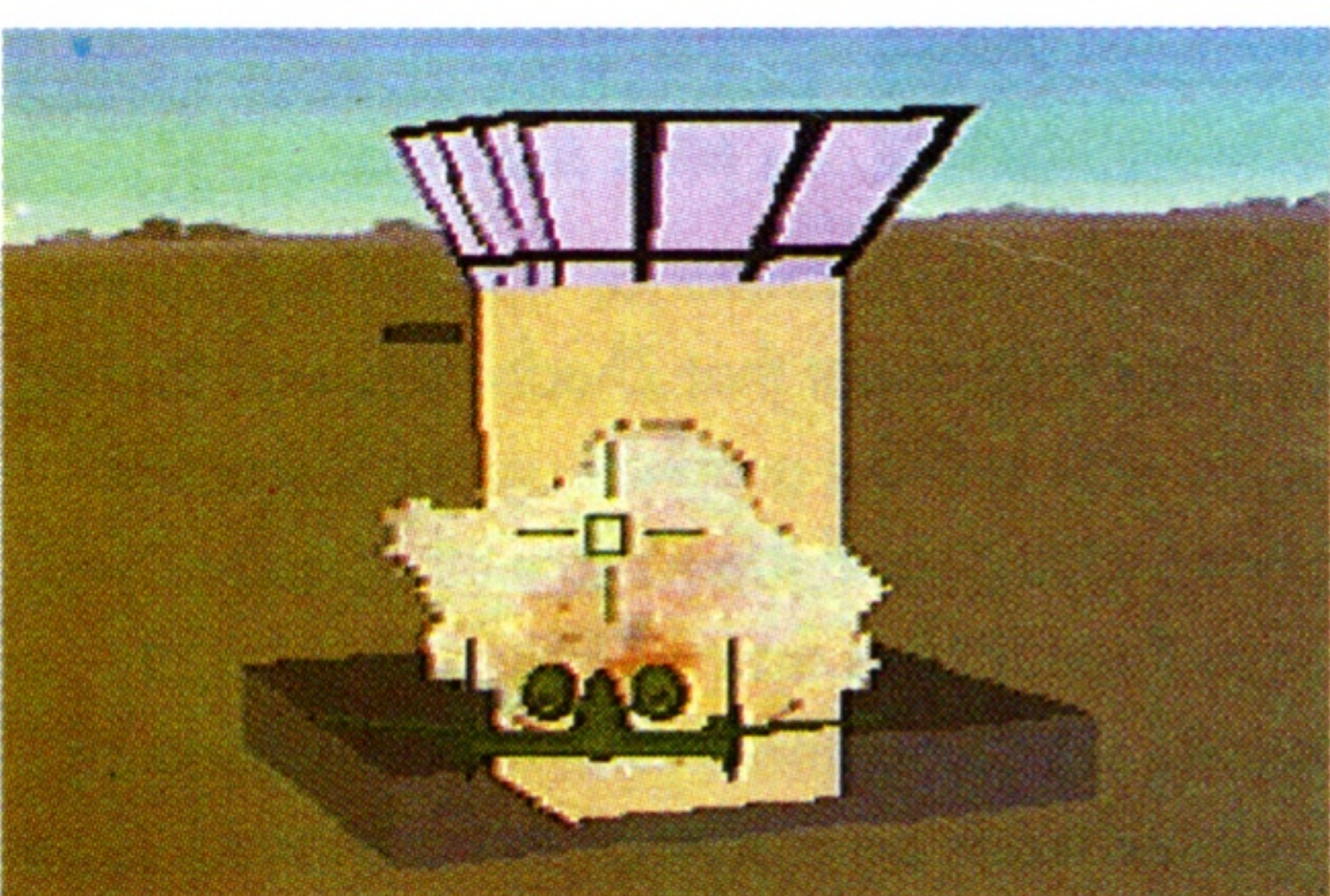
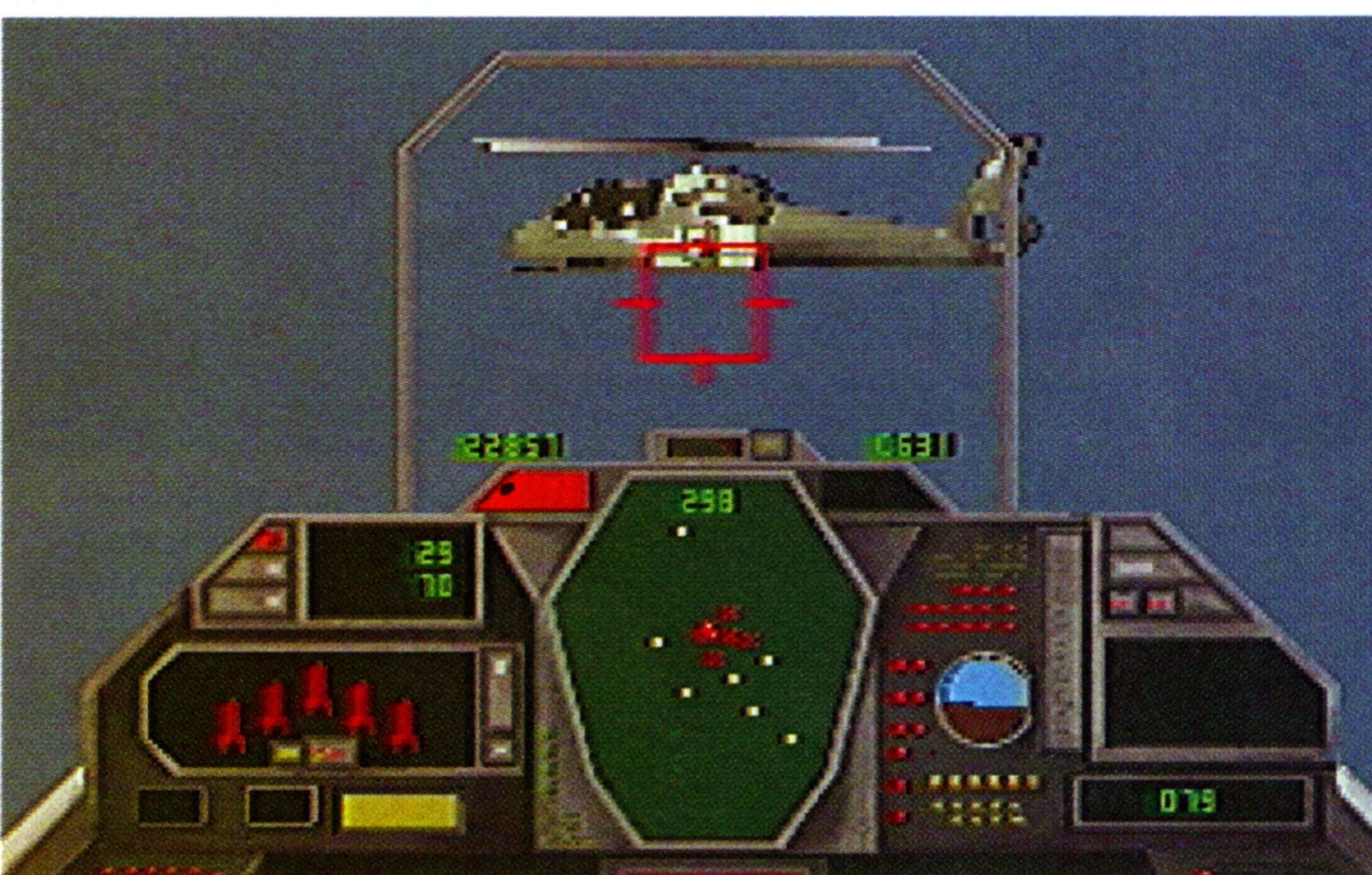
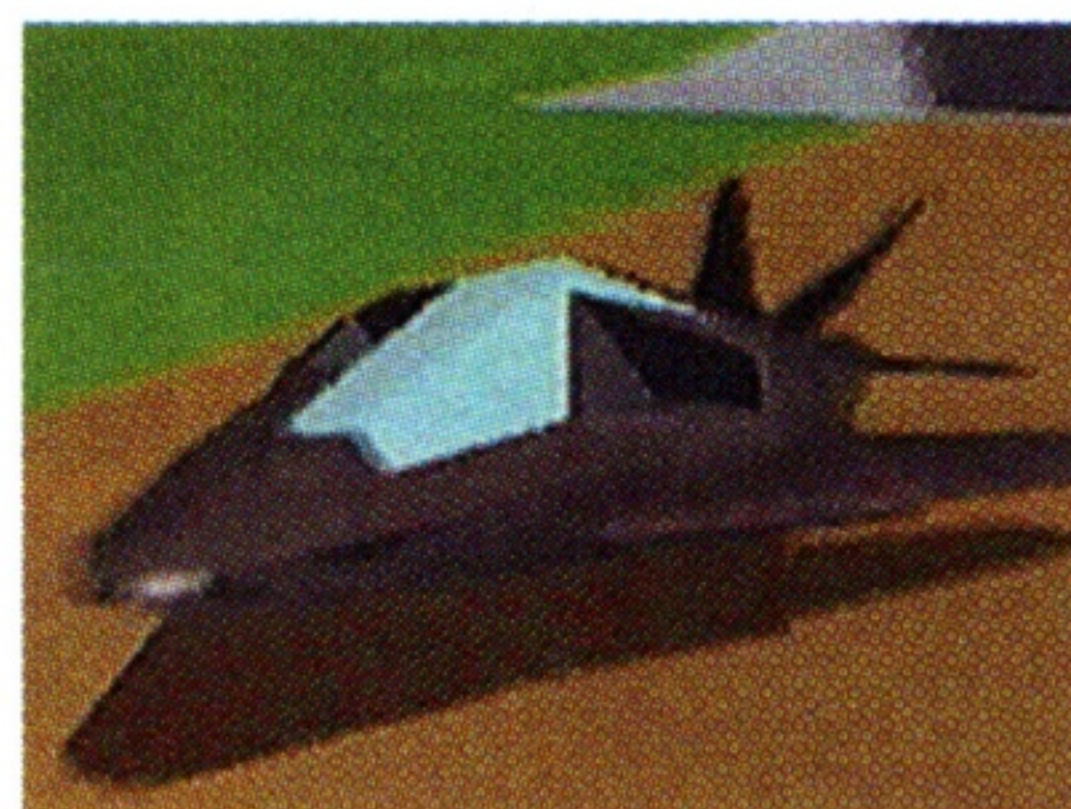
3DO Magazine rating: ★★



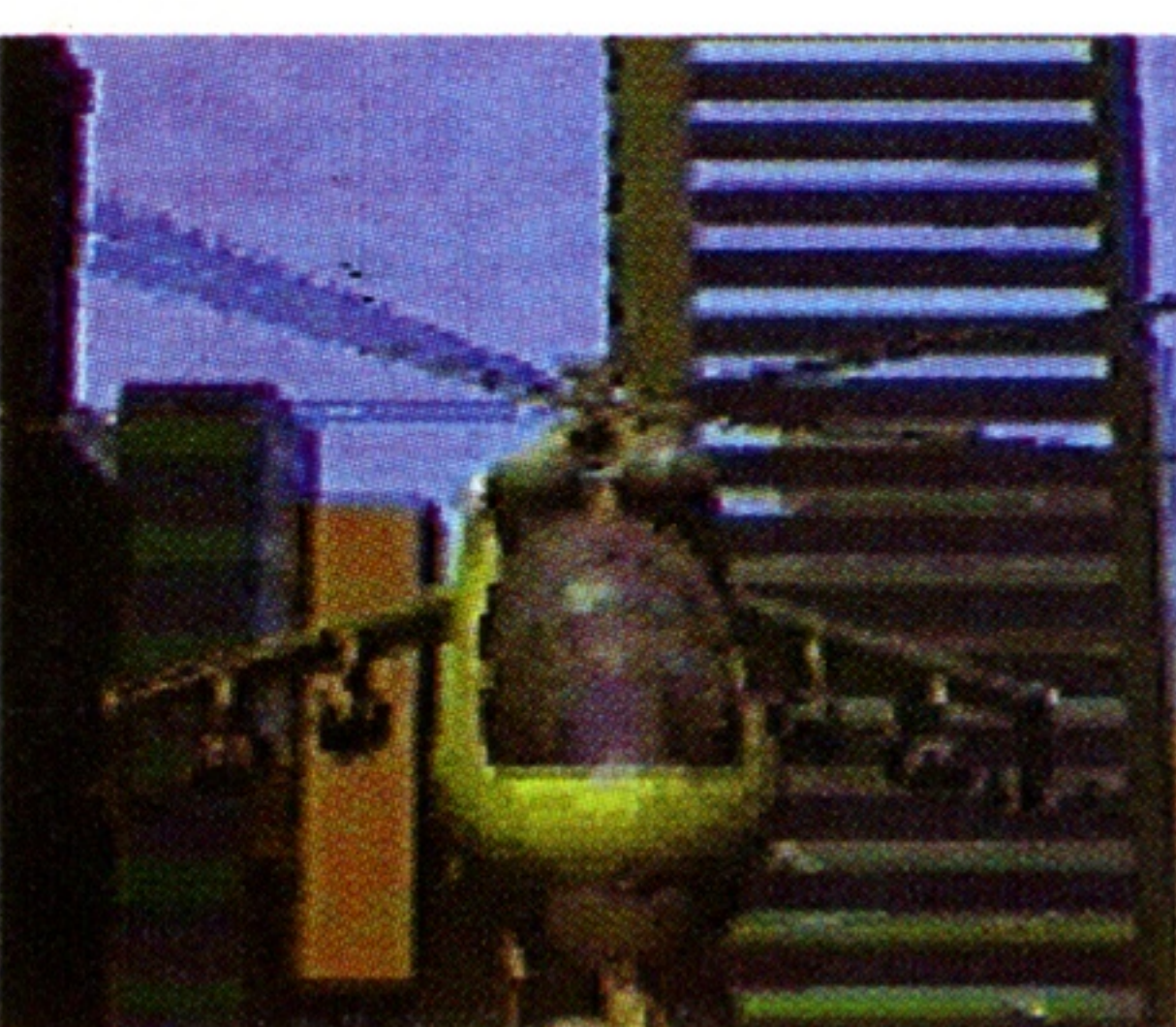
Choosing a rear-view of an F-14 makes *Stalker's* arcade approach all the more obvious. Just like *Afterburner*, all the aircraft are sprites. Right and below, a Hind-D gunship copter is shown from different angles to show how the sprites simulate genuine 3D.



The night-time, urban environments are probably *VR Stalker's* most impressive graphical flourish. It's good fun weaving in-between skyscrapers - if an enemy missile doesn't get you first. Without chaff, dodging missiles requires some dramatic acrobatics. Below, gorgeous instruments of death...



The bizarre X-1, above right, is the most powerful aircraft you can get with plasma missiles making short work of most enemies. Below, a low-level ship strike goes badly wrong!



Zhadnost *The People's Party*

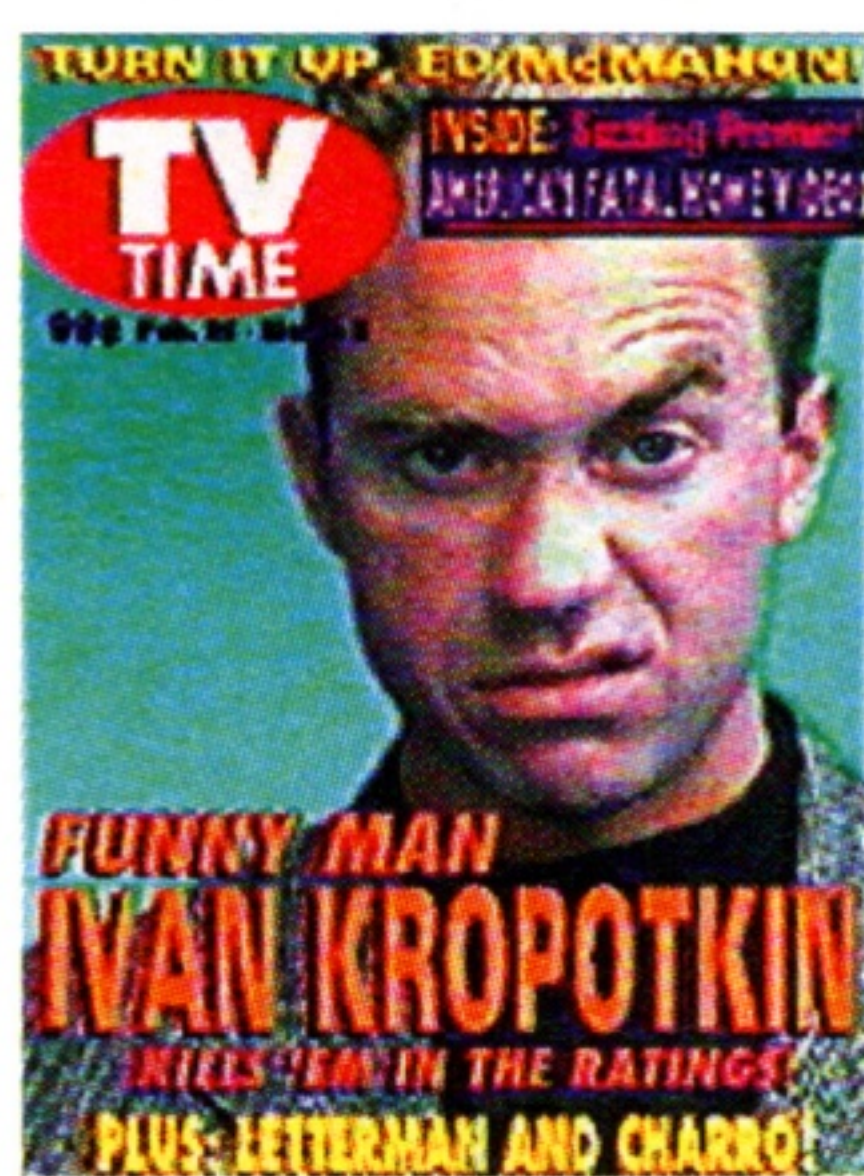
Publisher: Studio 3DO © TBA **Developer:** Studio 3DO **Save Game:** No **Price:** £34.99 **Available:** Now

Twisted established Studio 3DO as genuinely innovative developers, but its panache, irreverent attitude and sheer originality marginalised it in a market dominated by more easily categorised titles. Over a year later, it still rates as one of the most creatively designed and professionally produced games around. It's only possible rival is *Station Invasion*, the Studio 3DO follow up which uses the same, cutting edge approach with dazzling FMV pasted into a surreal computer gameboard. A benchmark edutainment title, it lampoons soaps as effectively as *Twisted* mocks gameshows. A third title in the series promised much to get excited about for fans of the eclectic.

It's disappointing then that whilst tremendous fun, *Zhadnost* fails to develop the genre as effectively as its predecessors. The format is almost identical to *Twisted*, with two to four players exercising their wits on FMV jigsaw puzzles, general knowledge quizzes, audio-visual memory tests and concentration games to win time on the main 'interactive' board game. It's here that money is won, the player with the most cash winning freedom to emigrate from Bizarnia and, even, to have their fondest dream come true. From running for President to becoming a rock star or soap king, the secret fantasies of the communist contenders are laid bare. These egocentric fantasies are depicted in an outstanding opening sequence, with petty crook Zygi Nada's blackmailing election campaign rating as most hilarious. However, these amusing characterisations are fairly limited in the game itself, being mainly confined to the winner of a round earning an FMV update on their favourite, outrageous fantasy.

In truth, the game never comes close to matching the bravura opening sequence for gags. Whilst gameshows (*Twisted*) and soaps (*Station Invasion*) are easily satirised, the East/West twist of *Zhadnost* is more limited. The characters pose and gesticulate wildly, but don't really develop and never approach the out-and-out weirdness of *Uncle Foz*. The more sombre tone is also reflected in the visuals. Although the sets and constructions are beautiful, the fabulous, day glo tackiness of *Twisted* is sorely missed, replaced by muted greens and shadowy recesses that impress rather than seduce. And this minimalist beauty encroaches on the direction as well. Whereas *Twisted* had a huge variety of angles and cutaways to create an illusion of a seamless, fast edited TV show, *Zhadnost* relies on just three or four camera positions, cutting mechanically between them and seldom providing close

Imagine a gameshow where you don't play for points and prizes, but for your very freedom. Set in the People's Republic of Bizarnia, Zhadnost is a dizzying parody of 1950s Communism and gameshow capitalism, garnished with state-of-the-art 3DO multimedia. Question is, which is more insane?



Mad hosts, above, and even madder contestants. Clockwise from left, Ivana Borchnik, cellist, wants to be a rock star, chief of secret police Ivan Kropotkin dreams of being a sitcom star, scientist Grushenka Ruble fancies her chances as a top fashion designer and transsexual Ludmilla Pectoralvich pictures herself as Miss America...

ups of the players.

Bizarnia doesn't provide much inspiration for gameplay either. None of the puzzles have a distinctly Bizarnian theme and are, in fact, mostly mildly reworked versions of the subgames in *Twisted* and *Station Invasion*. Even more surprising is the relative mundaneness of the format itself. *Twisted*'s spiral staircase not only provided a great visual hook for the game, but allowed for some neat snakes and ladders reversals. *Zhadnost*, by contrast, simply has the characters four abreast behind consoles which clock up money earned.

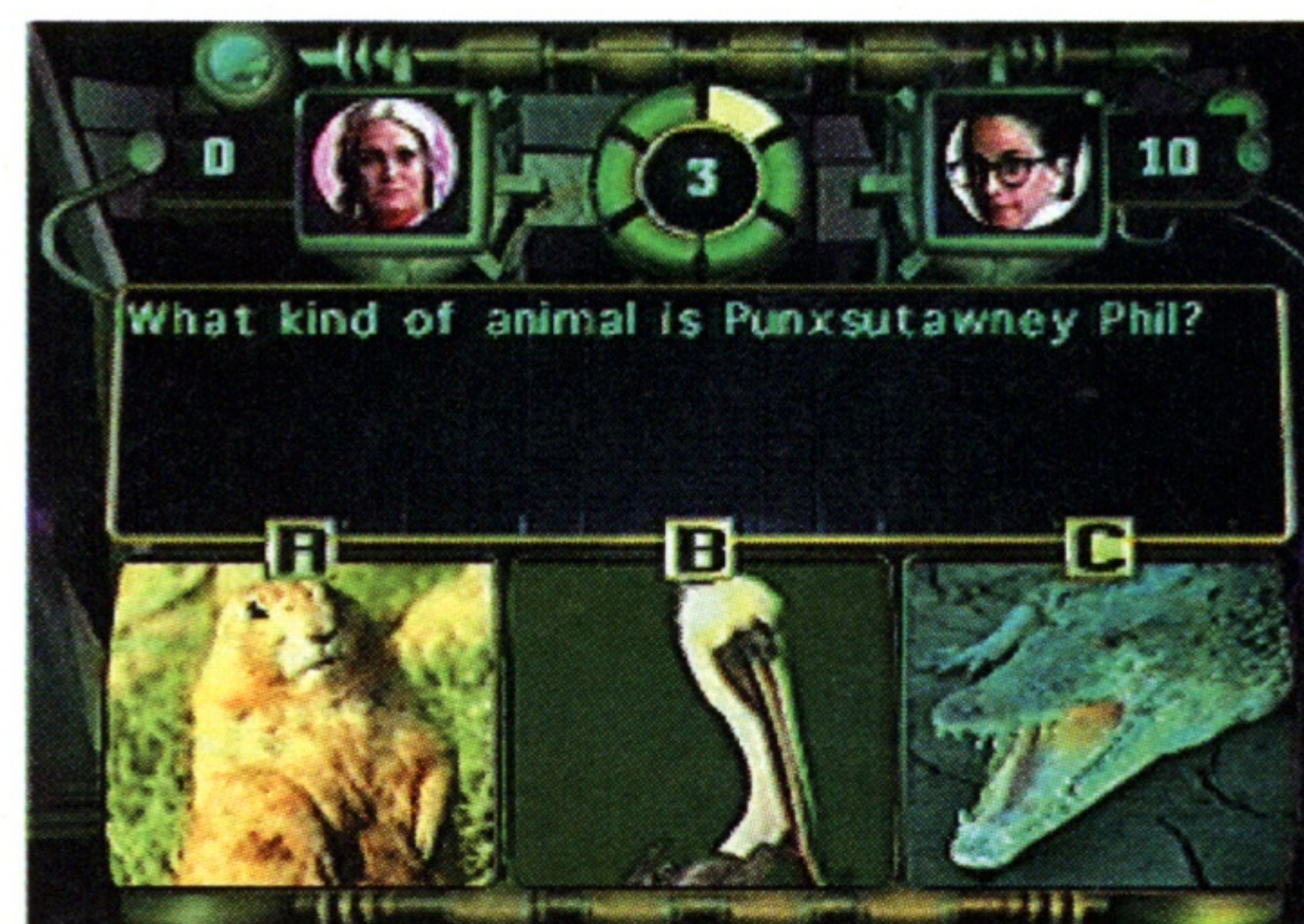
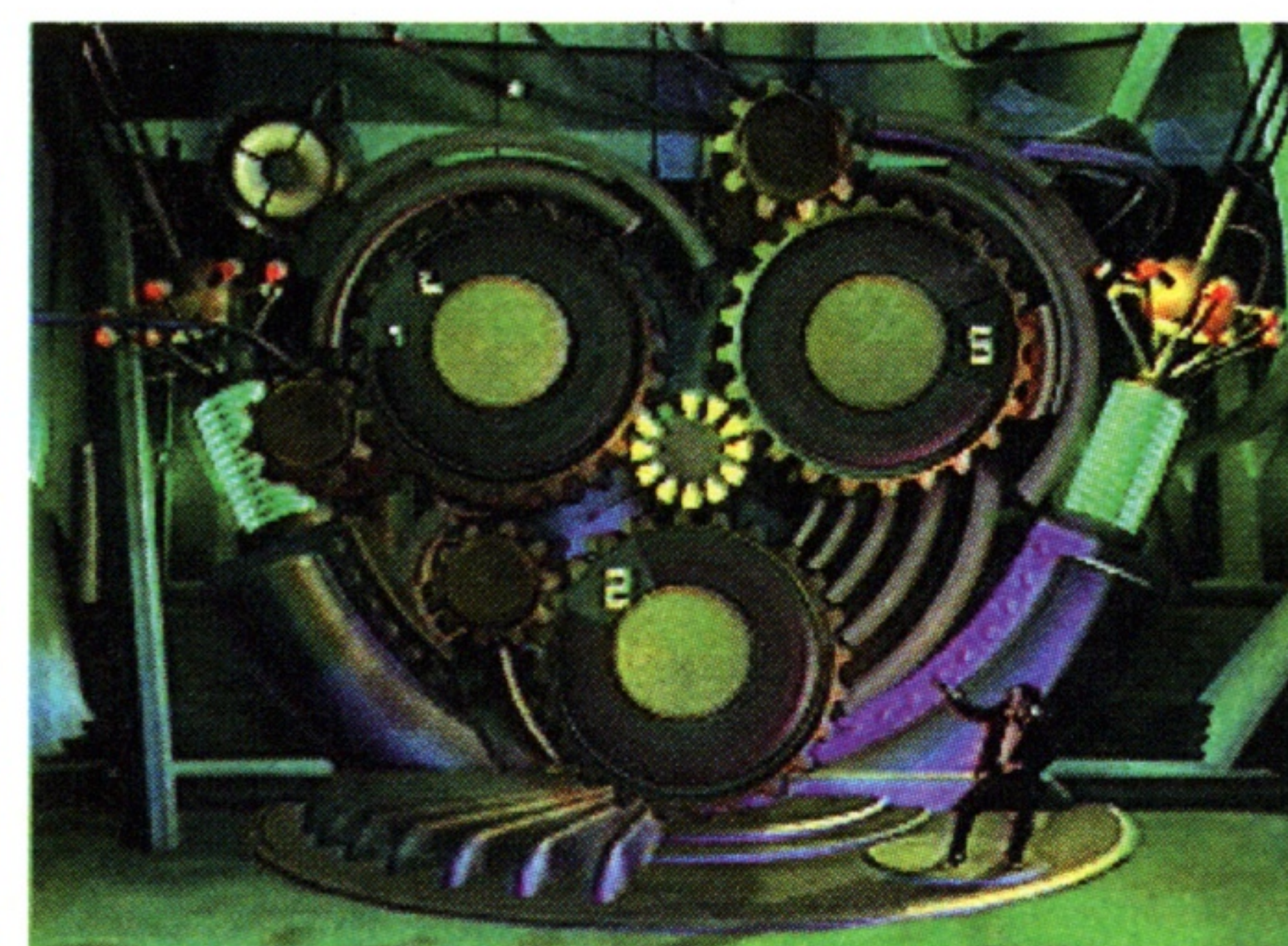
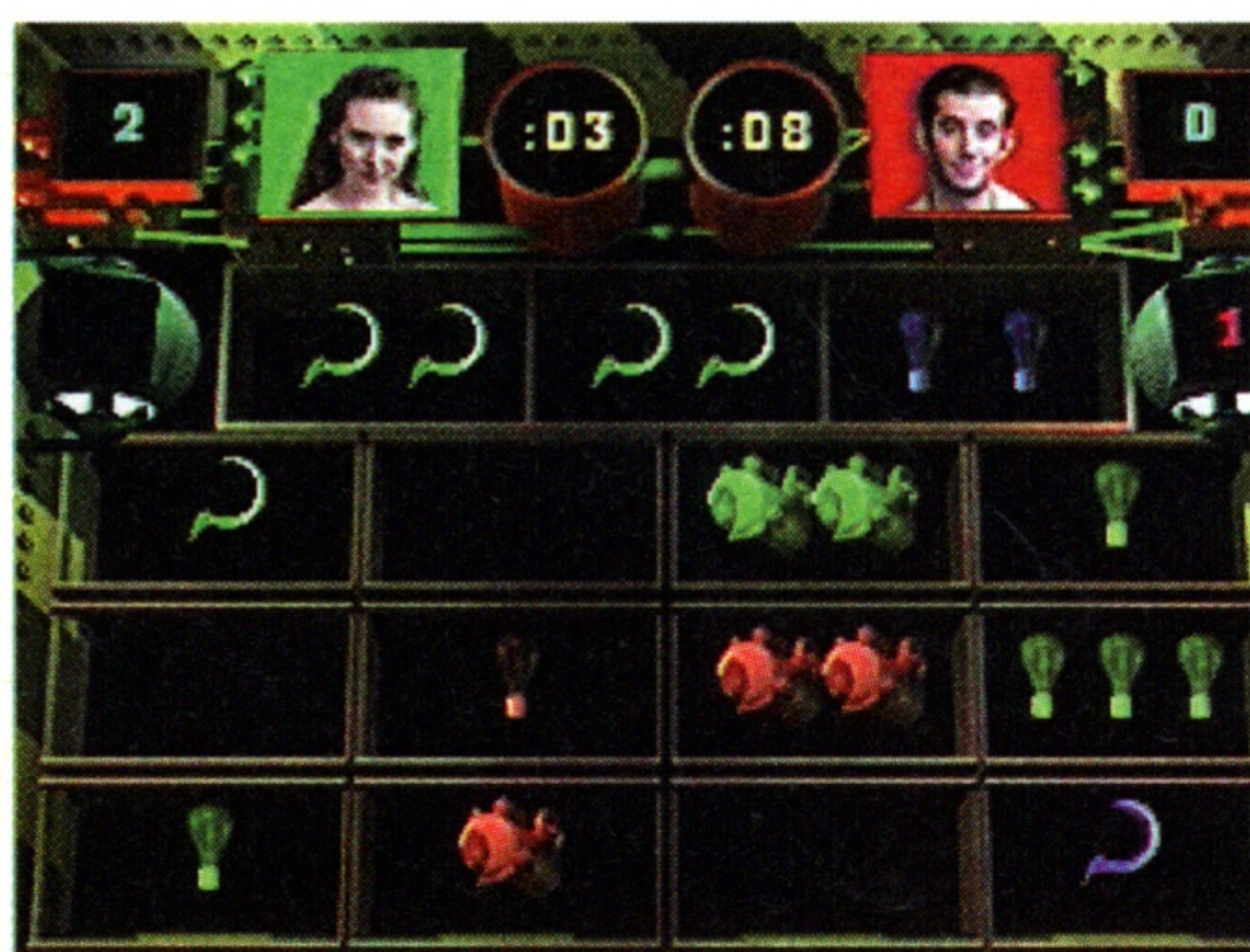
In part, these criticisms highlight the stunning originality of Studio 3DO's previous efforts more than the failure of *Zhadnost* itself, and will have little impact on novices to the genre, unaccustomed to

Twisted's compulsive brilliance. Viewed in its own right, there's no doubt that *Zhadnost* is entertaining enough, with brilliant graphics, great sound and top-notch acting, and there's few other games you can get three friends around to join in. Also, it offers the significant innovation of a simultaneous two-player mode on almost all the subgames. Some people will find this element alone makes it significantly superior to *Twisted*. For myself, however, I found the atmosphere much less entertaining and enjoyable. If Studio 3DO are to extend their innovative trilogy further, they need to return to the originality and humour which made the prequels so engagingly fresh. □ mcw

3DO Magazine rating: ★★★



Above, the contestants groove. Left, potential wannabe President Vladimir Zygi Nada slicks back his hair and threatens to do some damage. "It would be a shame if somethin' was to happen..." Right, the technically impressive money round. Below right, one of many Pythonesque, match the sound/picture rounds, made more enjoyable by simultaneous two to four player action.



Flying Nightmares

Publisher: Studio 3DO © TBA **Developer:** Domark **Save Game:** 8 SRAM Slots **Price:** £44.99 **Available:** August

For console fans too long deprived of home computer delights, the first take-off and long, sweeping climb away from the carrier is a revelation. This game literally soars with an utterly convincing sensation of flight. There have, inevitably, been some compromises in cramming the original PC game – Domark's AV-8B – into 3MB of RAM. The option to plan your own campaign has been stripped out, as has the option to transfer between allied aircraft. The controls are somewhat simplified... but if you think these cuts turn a full-blown flight sim into *Afterburner*, think again.

The highly realistic cockpit is a world away from *Shock Wave*'s simplicities. The Head-Up-Display and various Multi-Function Displays are crammed with cryptic information. As you switch between weapons, the HUD flicks up new targeting systems. While Hydras are relatively straightforward point-and-shoot missiles, gravity bombs are much trickier. There are, of course, Mavericks and laser-guided bombs, but unlike those in 16bit flight sims these are far from miracle weapons. Without friendly forces support, you have to 'paint' the target with your own onboard laser – fixing the aiming cursor from a rapidly manoeuvring jumpjet with AA exploding all around is far from easy. Even if friendly forces do provide support, Domark kindly ensure the weapons' (in)accuracy is realistically modelled.

Real flight sim buffs will also enjoy the ability to VIFF – Vectoring In Forward Flight – which uses the Harrier's famous ability to hover for some radical acrobatic moves. This makes carrier landings a bit easier, but most will be relieved that the computer will bring you in automatically unless you decide otherwise. There's certainly a substantial array of controls to learn, everything from wheel brakes on/off to eject is available with the right key combination. This can be annoying at times: while *Wing III* uses the shift buttons purely to alter the effect of the other buttons, *Nightmares* gives them minor functions of their own. Accessing shifted controls means you have to press both buttons simultaneously, which can be tricky.

On joystick the shift moves aren't too difficult and the feel of the aircraft comes through well, although the aircraft's realistic handling means it's far from a picnic. The Flightstick Pro's analogue controls bring over the sensation of flight even more impressively, but it's still not easy and the

Flying Nightmares has come on a long way since its first pre-view in 3DO/1. Photorealistic menu screens now include FMV, a digitised cockpit flickers with warning lights, while the Spartan 3D of the Mac is glossed with slick texture maps. The first, and only, superconsole flight sim is here and at last you really can fly on your 3DO!

shift-key combos are more difficult. As with learning the HUD icons, practice makes perfect!

To make up for the lack of a PC's keyboard controls, the 3DO version impresses with some flash audio-visals. The lengthy intro sequence is both very dramatic and an accurate depiction of most of the weapons in action. It's also accompanied by a driving rock guitar soundtrack by Mike Ash and Mike

Edwards of Jesus Jones.

There are also an additional eight tracks, evenly divided between rock and ambient – most of which are pretty good. All nine can be swapped between ingame, mixed up or down at your discretion with the excellent sound effects.

The graphics are similarly impressive with the Harrier itself being something of a masterpiece in the art of texture mapping. While lacking the resolution to show every last rivet, the graphics evocatively suggest all kinds of fine detail and are extremely effective – especially with full light-sourcing. As with any modern flight sim, panning about in an exterior viewpoint is great fun. The aircraft carrier is also impressive, while the 3DO's palette is nicely illustrated by the smooth blending of the sky.

Other graphics aren't quite as impressive with limited texture maps. The coastal transition zones are slick and the mountains impressively rocky, but otherwise the landscapes are a bit plain. This hardly makes for impressive screenshots, but ingame you're actually glad of it. Unlike in an arcade blaster like *Shock Wave*, enemy targets rarely get that big. When you're travelling at 700 knots, the approach of a supersonic F-16 isn't going to fill your screen unless you're on a collision course. Mostly, jets are fast-moving dots while ground tar-



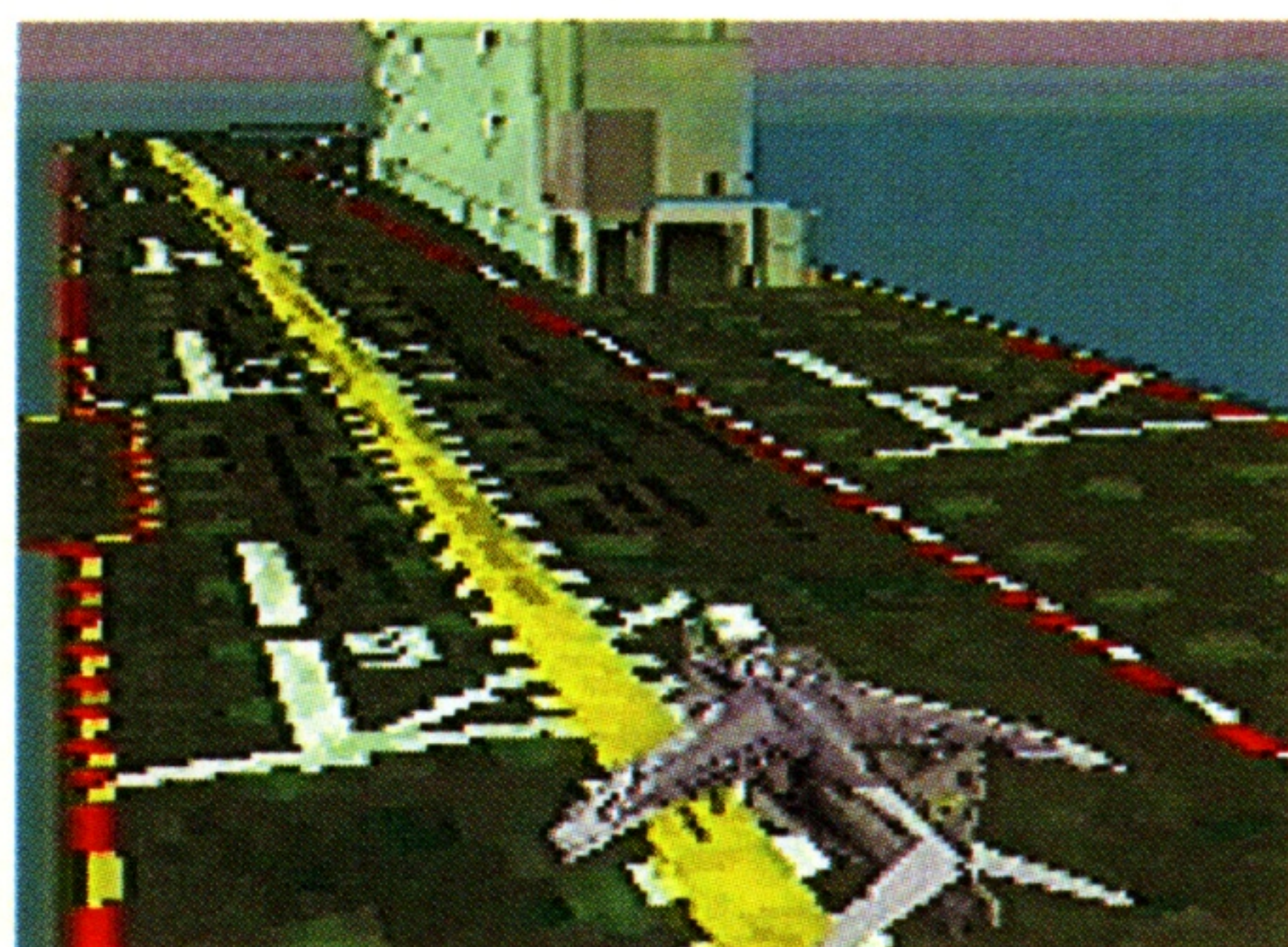
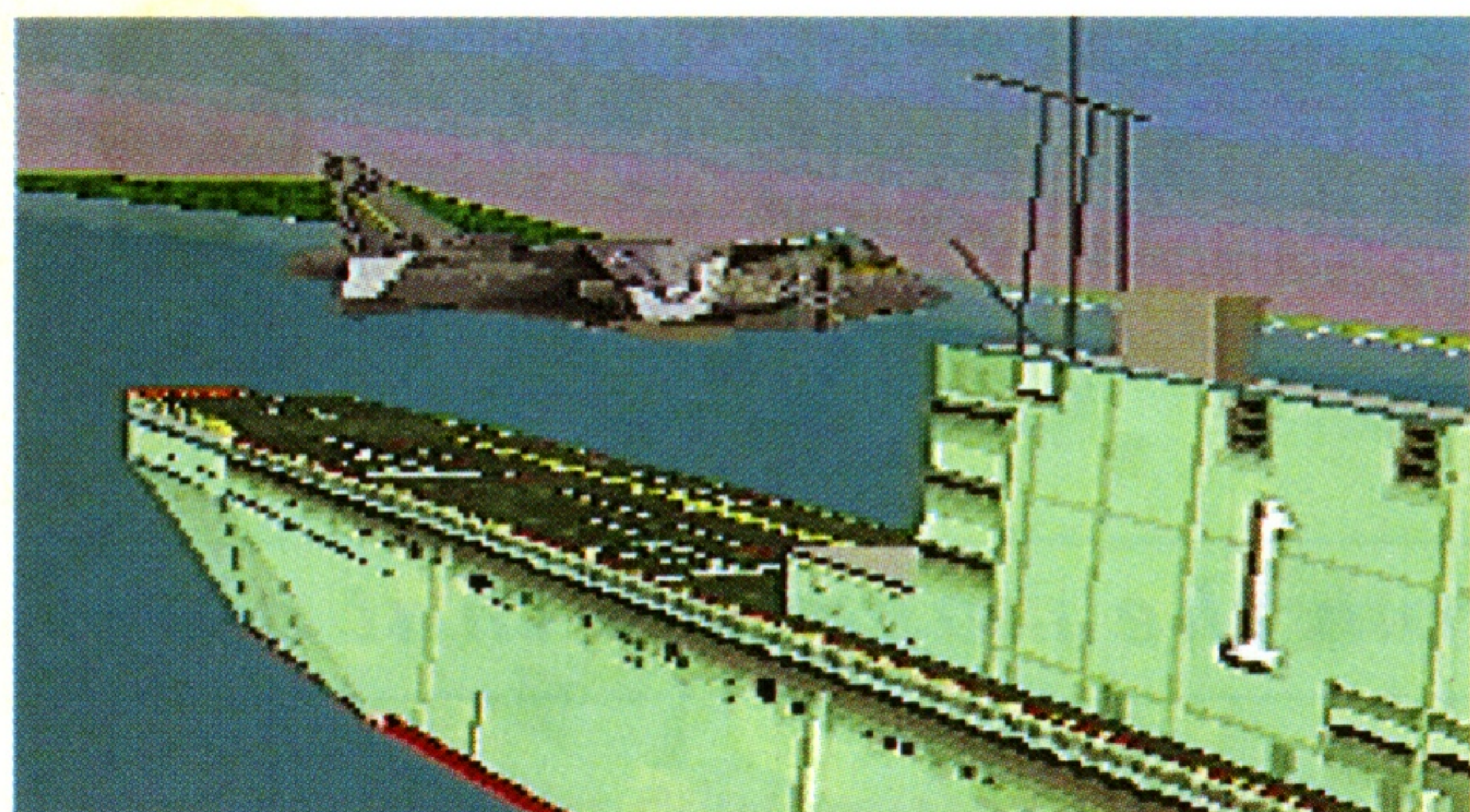
Although you can see other Harriers take off from the Tarawra, you can't really fly with them on missions. There are no big co-ordinated attacks to take part in either.

gets such as hangers, tanks and anti-aircraft installations rarely grow beyond small boxes. Elaborate texture maps would swamp the targets and you're glad of all the clarity you can get. There are some nice, realistically scaled explosions, but they and spitting tracing fire aim for realism rather than ILM-style special effects.

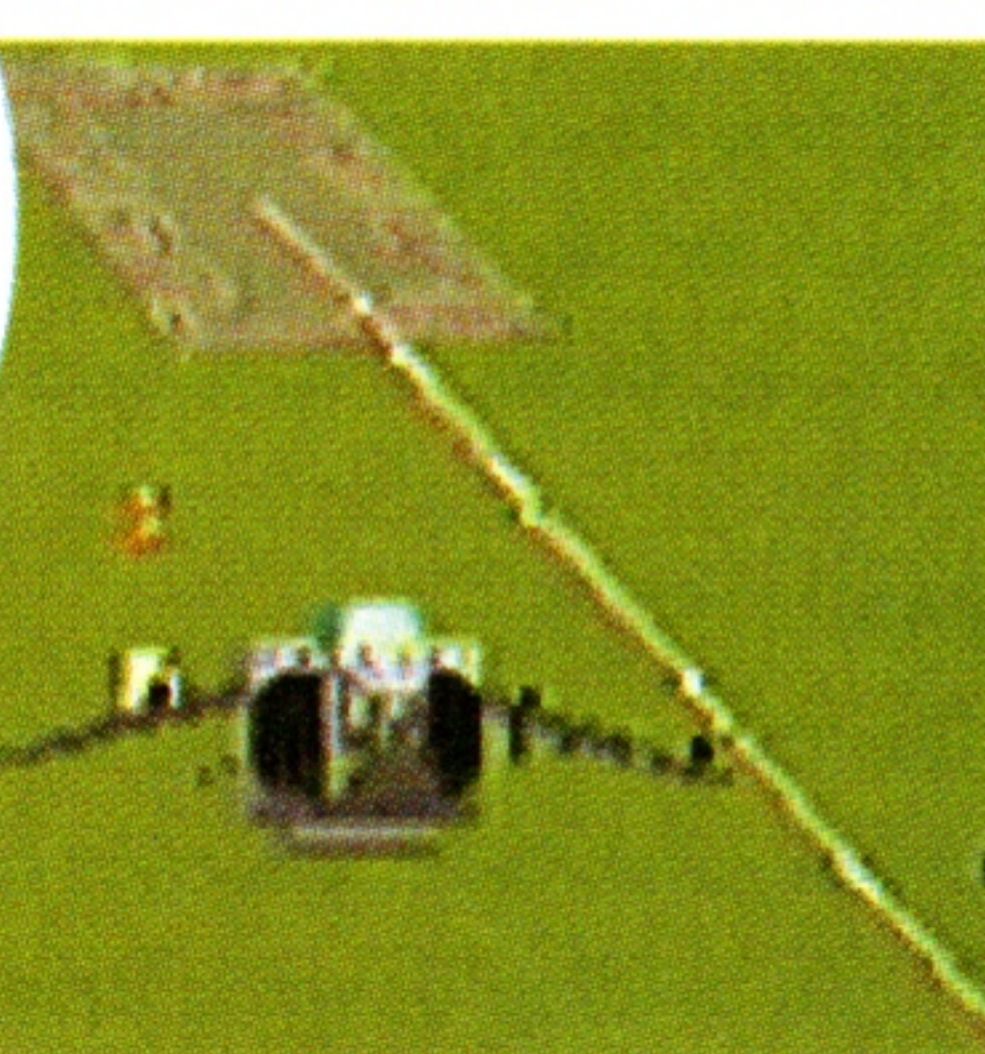
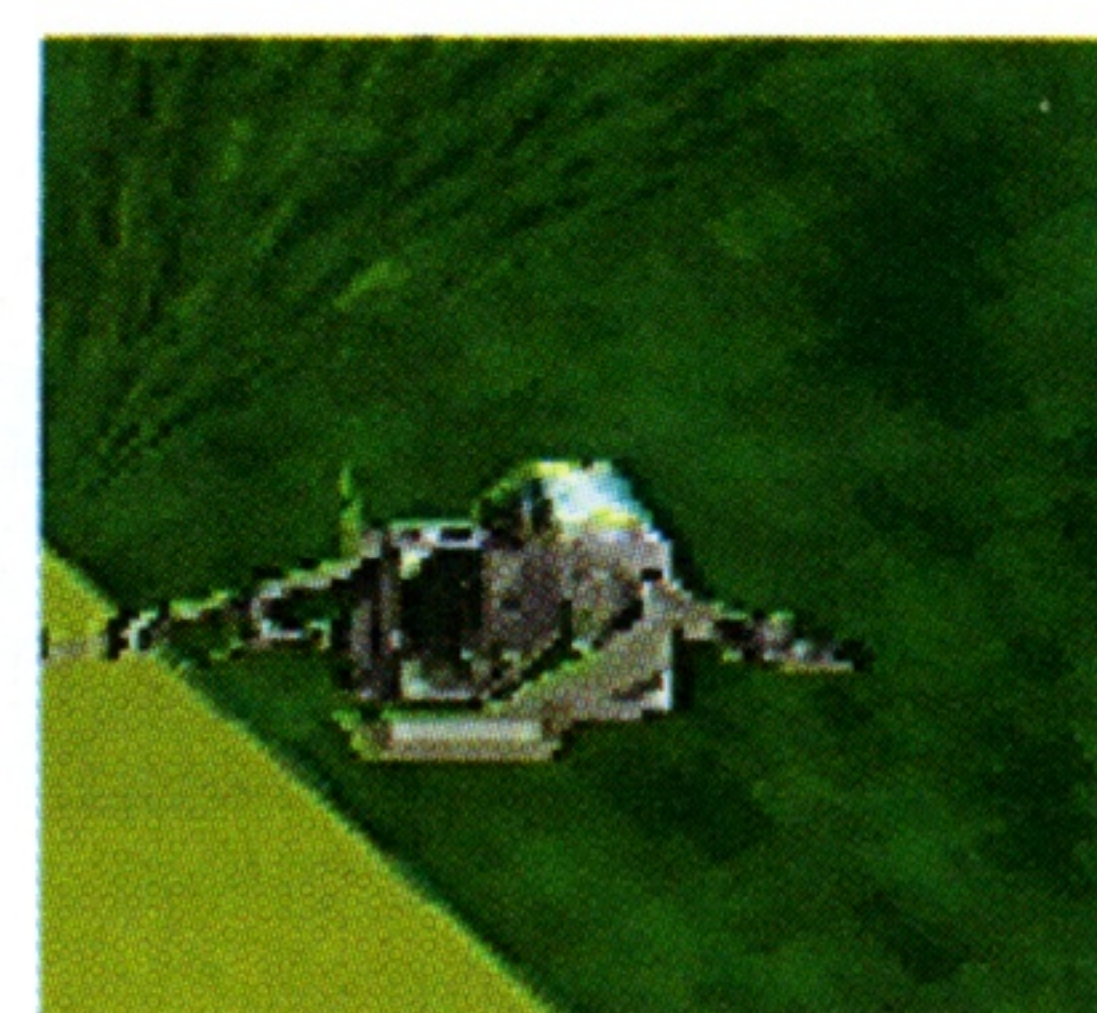
The sense of actually being there is particularly strong in Combat mode. While some sims scatter their missions across the globe for superficial glamour, *Nightmares* focuses down to a single campaign. Taken over by a military junta, the tiny island of Barcala has made world headlines and the UN has despatched Operation Saber to restore democracy – in just three days! The small time-frame emphasises the intensity of modern combat, your gruelling roster of missions includes everything from combat air patrols to bombing ammo dumps to cratering runways. Barcalan air defences aren't awesome, but then neither is your task force. The number of Harriers and lives at your disposal are limited, while the Harrier's thin-skinned fuselage provides scant protection against even small arms fire.

Overall, realism is undoubtedly the game's strongest card. Piloting the complex beast which is a Harrier through a complete mission brings a real





Above, your AV-8B Harrier II swoops low over your US Marine carrier – the Tarawra. Enemy aircraft include helicopters (UH-1 Hueys), jet fighters (F-16s, F-4s and F-5 Tiger IIs) and transports (the C-130 Hercules).

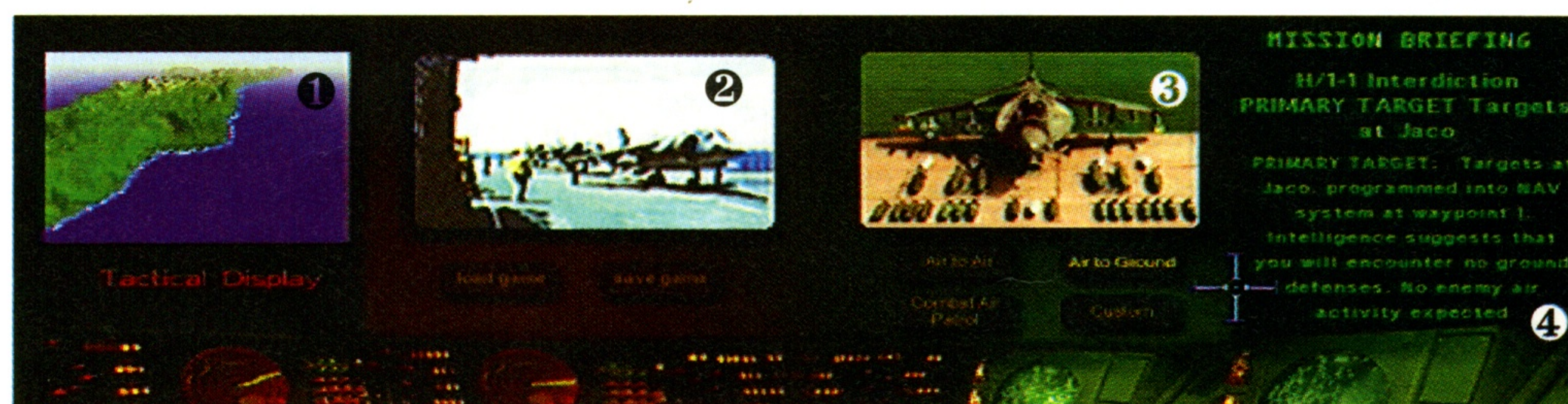


The slate grey finish of the Harrier is identical to that in *True Lies*, which also used planes from US Marine squadron VMA-513, AKA the Flying Nightmares.

sense of accomplishment. On the Flightstick particularly, you get an excellent sense of being in control of a huge chunk of metal in sometimes uncertain balance between speed, airflow and gravity. The frame rate is fast and smooth – landing particularly heart-stopping impact to low altitude stalls. This, in turn, makes low level bombing runs especially challenging. While in *Shock Wave* targets often seem to roll up as if on a conveyor belt, in *Nightmares* you must carefully plan a long swooping attack in full 3D.

While arcade-fiends might find the intricate controls frustrating, the ability to simply zoom off into the wide-blue yonder is a big temptation... and combat isn't too dull either. Screaming in at low level, with tracers arcing overhead and AA exploding all around, certainly gets the adrenaline pumping – especially with tricky weapons to aim, lots of very solid terra firma streaking by and a complete lack of *Wing III*-style shields! □ ssw

3DO Magazine rating: ★★★★★



COMMAND & CONTROL

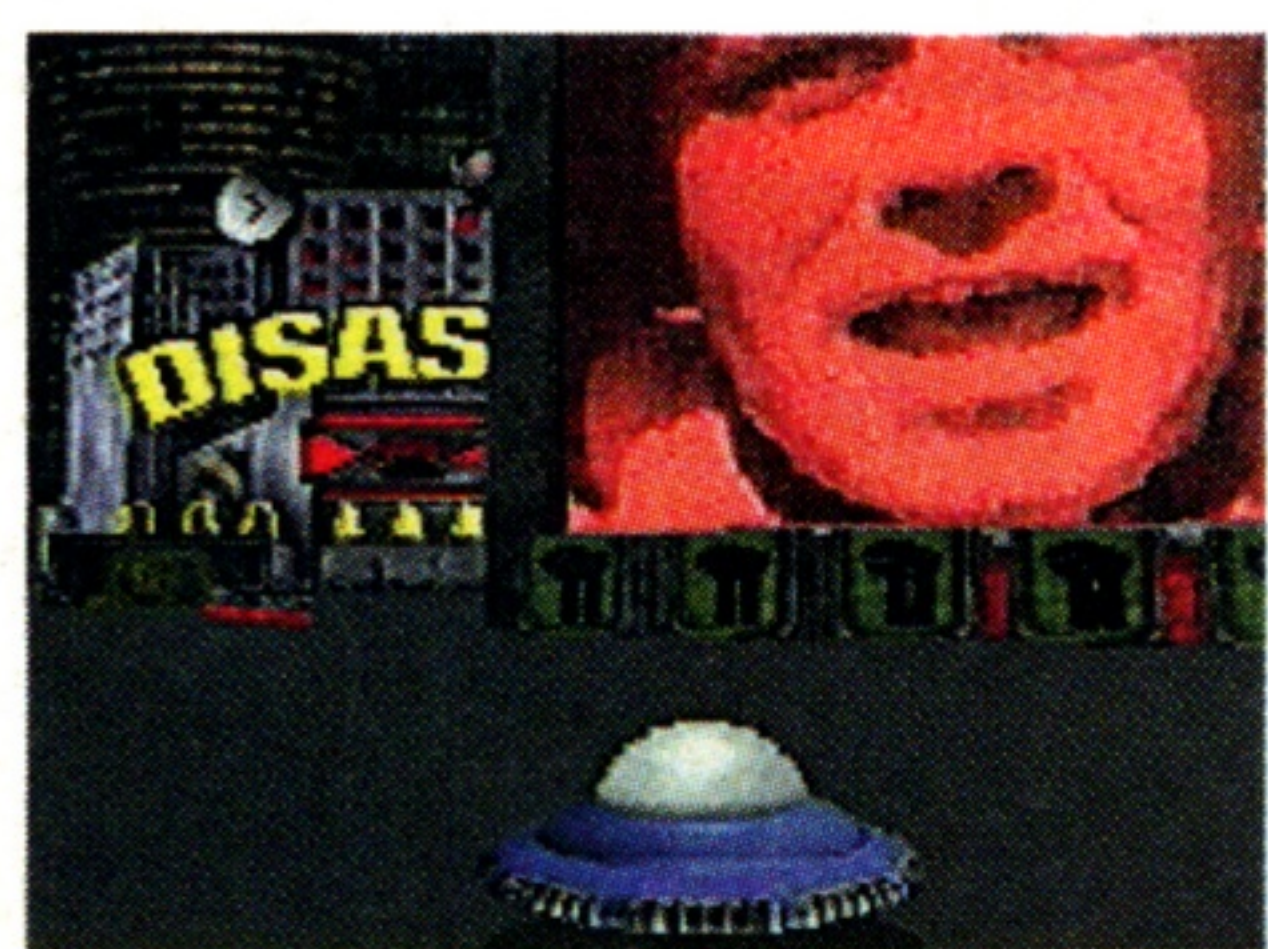
1: Mission background info.
2: Load/save game options.
3: Choose three preset weapon loads, or customise your own fit. There are 15 types of stores, including Sidewinders, rockets, ECM pods, chaff and flares.
4: Mission Briefing. The campaign stretches over three days with 36 missions in all. Most missions include secondary as well as primary objectives – towards the end, you'll often need to fly several sorties to finish a mission. Arcade mode allows you to play any of the 36 missions in whatever order you like.

System Codes

3DO software made easy, from the magazine that cares

PATAANK

This demented pinball extravaganza has a full set of appropriately insane cheats. The cheats can only be entered on the **Options Screen**, brought up from the **Main Menu** by pressing **B**.



FAME THE EASY WAY

To access the High Score or Hall of Fame entry screens don't bother with any of that gameplay nonsense, just input this cheat.

While holding down **L**, press **A, P, A, P, B, B**. Release **L** and press **Start**. Press **R** and **C** twice to get to the High Score Entry Screen. For the Hall of Fame Entry Screen press **L** and **C** twice. There, that was satisfying wasn't it? Or maybe not...

TESTING, TESTING

If you actually want to play this fun game, but the reactions aren't what they used to be, this game tester's cheat will see you through to the end.

While holding down **R**, press **A, B, B, Up, C, C, B** and **A**. Now when you're playing the game, if you pause the game pressing **B** will warp you to the Nexus. The best path to the Metagame goes like this: enter the Carnival of Luv. Press **P** and then **Right** to finish the level. Enter the Tunnel of Luv to set the heart on fire. Next, repeat the process (**P** and the **Right**) with the Surf level. Ride the wave to become the Big Kahuna. At Disaster Central, **P** and **Right** one more time. Hit three of the green panels and then the Panic button. Now go in and beat the core!

PERSPECTIVE MATTERS

To access the Free Camera and High

A bumper selection of hints and cheats this issue, with a large amount of space devoted to the cult Pataank and criminally difficult ShockWave games, plus a two-player Akuma cheat to enjoy for SFII Turbo...

Zoom perspectives use this nifty cheat. While holding **L**, press **C, B, A, A, C, B, A** and **A**. Now when you're playing the game, holding down the **X** button while on magneto gives you some stunning new views.

Alternatively, while holding down **L** press **B, C, C, Left, A, C, B** and **A**. This should give you a bird's eye view.

FLIPPED OUT

For a bizarre upside-down view, try this: while holding down **R** press **A, C, B, Right, B, C, B** and **A**.

AIRBORNE ANTICS

Cut free from gravity with this nifty cheat. While holding down **R**, press **A, C, A, Right, B, B, C** and **B**.

FANCY FREE

This allows you to move anywhere on the playfield with the control pad. While holding down **L**, press **B, B, C, Up, C, C, B** and **A**.

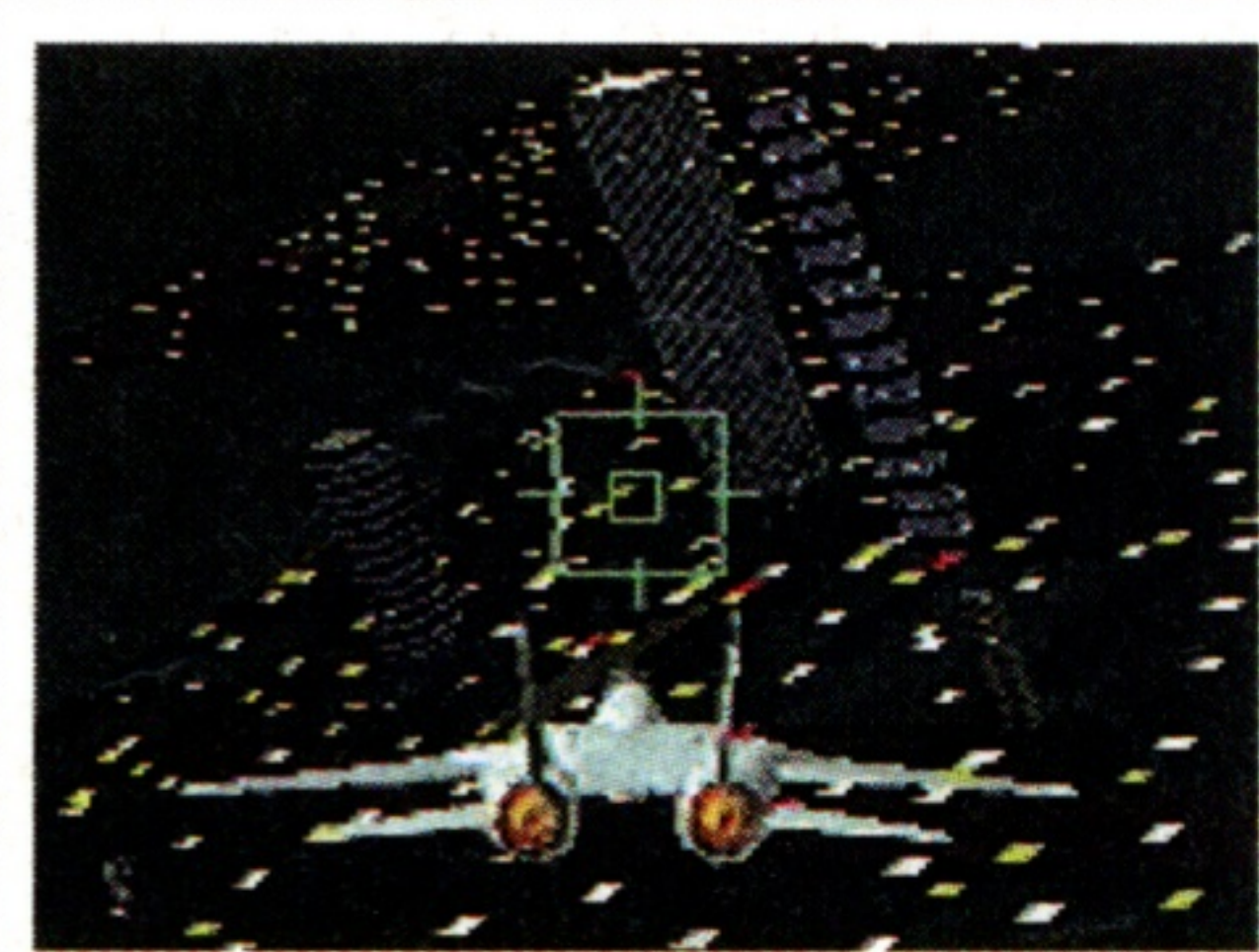
NO LIMITS

For unlimited fuel and no tilts, hold down **R** while pressing **C, B, C, Up, B, B, C** and **A**.

VR STALKER

Morpheus International's arcade-style blast-'em-up packs plenty of challenge, but these codes not only get you deep into the game but give you the full set of hi-tech aircraft.

Fortunately, these codes not only work for the American original but also the



graphically enhanced UK version.

To use the codes below, simply go to the passcode screen and enter the code for the relevant mission followed by 'LQG-77K'. So for Texas, you'd input 'M37-LQG-77K'.

Utah/M79	Arkansas/CCT
Arizona/5KK	Virginia/CC7
Texas/M37	Indiana/EW3
Gulf of Mex./1AD	California/ESO
Colorado/15O	Pac. Ocean/EAT
Nevada/5U1	Wash D.C./SAH
Tennessee/1QO	Flor. Keys/CUD

SSFII TURBO

While we've printed the one-player Akuma cheat before, thanks to Wayne we've now got some background detail on this elusive character and a two-player version! It turns out



Akuma is the brother of Sheng Long and they both share the same teacher. It's said Akuma killed Sheng, who was Ken and Ryu's master, to gain total power.

To get control of Akuma in two-player mode is easy, just hold down all six buttons on the character selection screen – usually it's the second player to select who gets him. And in case you missed issue 3, for one player mode you have to follow this intricate code on the select screen: start with Ryu, wait 2 seconds, then go to go to T-Hawk, wait 2 seconds, then go to Guile, wait 2 seconds, then go to Cammy (passing Dhalsim), wait 2 seconds. Then go back to Ryu and wait 2 seconds before pressing the 3 punches buttons and the **X** button.

Ryu's pic is replaced by Akuma's evil silhouette. It's tricky to pull off, but definitely does work!

AKUMA'S MOVES:

Dragon Punch: F, D, DF, F
Fireball: D, DF, F
Red Fireball: B, DB, D, DF, F
Air Fireball: Jump + D, DF, F
Hurricane Kick: D, DB, B
Teleport: F, D, DF, F + 3 punch or 3 kick

DEMOLITION MAN

Virgin's stunning movie tie-in mixes *Op Wolf*, beat-'em-up and racing action along with extensive movie clips to truly stunning effect.

LEVEL CHEAT

Pause the game at any time and enter **L, A, Up, Down, R** and **Up**. The passcode should change to **#PWR** to show the cheat is activated. Press and hold **B** to get the level select appearing in the passcode box. Keep holding **B** and use Up/Down to cycle through the levels. When you find the one you want, release **B**.

SECRET MISSIONS

Go to **VRGN1, 2, 3, 4** and **5** to check out some of the best bonus levels ever. Sly is transported to the Virgin offices where you can blow away the game's designers, programmers and even marketing people.



VARIOUS

GMOVER – shows the game over screen.

GMWNNR – shows winner screen. >

SHOCKWAVE & OPERATION JUMP GATE

While some are put off by *ShockWave*'s huge levels and quirky save system (quit the game during a level and you may lose your save position), there's no doubt it's an exceptionally impressive package. The FMV sequences are just about the best around, providing a highly involving narrative, while the Dolby Surround Sound is simply fantastic and in-game 3D superb. Night-time Las Vegas, superbly animated winged transport ships over England and much, much more make the first game well worth another look. The *JumpGate* mission disk boasts even more impressive graphics, but it's also a lot tougher. With the awesome-

looking *Shock Wave II* on the way, now's the time to revisit these intense blast-'em-ups with the aid of some brilliant codes from Wayne Drury (Wayne@wdrury.demon.co.uk) and Laurent Benes (lbenes@ea.com).

SHOCKWAVE ONLY

Press pause while playing, then enter code. Each code *must* be preceded by BACCAAX before using any other code.

BACCAAX: Allows loops and spins with Shift-Up and Shift-Down controller keys.

CAABAX: Very good missiles (1000 points each, fast moving, rapid fire). Once per mission.

CAABACAX: Very good lasers.

ACABAACAAAX: Smart bomb, once

per mission.

ABACAABAX: Player becomes invincible, infinite everything. Once per player only.



BABX: Displays the name of the player.

BACACAX: Displays programmer message.

SHOCKWAVE AND OPERATION JUMP GATE

Start a mission, press pause while using the laser (I insist on this point, the laser must be used when you hit pause). You are now with the pause screen (and some laser is visible on the screen). You now carefully press the following sequence of key:

BABAAABABAC.

Press stop to quit the game. THE GAME SHOULD NOT QUIT! If it does quit, then you failed in something above.

Remember that the **GOD** mode stops when you quit a mission, so you must redo the sequence above when starting (or restarting) a mission.

Once you're god, you can use all the following passwords without

restriction or limitation.

To use one of these passwords, just press pause during the mission, press the following sequence of **A**, **B** and **C** keys, and then press quit. THE GAME SHOULD NOT QUIT. If it does, then you failed in the password input or you forgot to become **GOD** first.

BACCAAA: Quit the mission successfully.

CAAAACA: Increase the current mission number. (For example, use this password 9 times while playing mission 1 and then quit, the next mission you will play will be mission 10.

CAABA: Very good missiles (powerful, fast, rapid reload).

CAABACA: Very good lasers.

ACABAACAAA: Smart Bomb.



ABACAABA: Player becomes invincible (infinite everything).

BAB: Display the name of the player.

BACACA: Display the programmer's message.

BAAAABA: Refill of all your energy levels and missiles (Only *Operation JumpGate*).

Now save the world!

> **CRDTS** - shows the development team credits.

SCORS - shows the high scores.

LSTNG#BTH - accesses the sound test menu.

POWERS KINGDOM

This odd little RPG, reviewed back in **3DO Magazine** •1, may get a bit repetitive, but the visuals are genuinely weird and the combat quite engrossing. Known as *Guardian Wars* in the US, it was recently offered as the pack-in game with the FZ-1 so quite a few of you should enjoy this cheat!



CHEAT MENU

Either start a new game or reload an old one, then when the menu screen appears with the game locations and flags, press **L**, **R** and **C** in turn. The flags should freeze. Next press **Up**, **Down**, **Left** and **Right**. Another menu now appears in Japanese. From top to the bottom, the options translate as: Load Game, Equip, Shop (enter a shop where every item in the game can be bought or sold), Gems +10,000 (get a little extra cash), No Battles (prevents enemies attacking you, or vice versa*), Co-ordinates (shows x/y position*), Free Movement (can enter almost any location, regardless of whether previous ones have been cleared*), All Attacks (all the weapons and magic are available in combat*), God Mode (during battles neither your HP or MP can be harmed), Map Detail (loads more detail), ?? (Unknown), ?? (Unknown), Basic +1 (increase level of currently

selected Golem by one), Class +1 (increase level of currently selected body or sub-body by one).

*Turn on/off

MAD DOG MCREE

The original lightgun shoot-'em-up has been dwarfed by its much improved sequels, but if you're still having problems try this cheat to help get all the way through he Wild West: if you get killed, quickly press **P** and then click on **Continue**. If you were fast enough, you should return to the action at the same point as when you were shot.



SUPER WING COMMANDER

DEBUG MENU

On the lounge screen press and hold the **X** button. Now press **B**, **B**, **C**, **C**, **A**, **A** and if you've done it correctly, you'll hear a bleep. Let go of the **X** button, and press and hold the **L** and **R** buttons, before pressing **P**. A **Debug** menu will appear. On system flags, setting Killable to false means you can't be killed. Set Bangable to false and you won't crash into other spaceships. Put Finger of Death on true and pressing **L**, **B** and **R** simultaneously will destroy your target. If you haven't acquired a target, every ship in range is destroyed. Change Picker to True, then go to the lounge and cycle through options until you hear 'Choose Campaign' or 'Choose Mission.' You can now choose any mission. □ **ssw**

3DO Magazine

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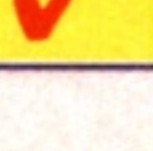
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3DO

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Return Fire

Essential tips for this extraordinary war game

EASY ACCESS

If you've been having any trouble with getting through the levels, enter 'WOLF' as your password to unlock all the levels. Too easy now? Push the cursor up the levels until it flicks off screen, bringing back the password screen. Enter 'ZZZZ' and all the levels are locked. You can also call up a debug mode by holding down L & R & P while in-game. This gives various techie details, besides allowing you to cheat by setting the game so the first building you destroy has the objective flag in it. There's also an FPS option which activates a small digital display on the status bar showing how many frames per second the game is running at. On status screens the FPS is around 50fps, dropping to 18fps at maximum zoom-out ingame, but usually averaging mid 20s.

We've also got some internet advice from switch@delphi.com beginning with the observation that the level codes backwards spell **DONT PLAY WITH GUNS JUST THIS GAME.**

NO STATUS BUG

This amusing bugette actually has some gameplay value – without your control window not only don't you know your ammo/damage/gas status, but there's no map! It certainly toughens things up and can even be used in two-player mode as a handicap, although we've only got it on player one so far.

To activate the cheat, select your vehicle and when it moves onto the ramp, hit the P button. If you're quick enough, the control window will be 'jammed' at the bottom of the screen.

Return Fire
Published By: **Studio 3DO**
© TBA
Price: **£39.99**

Superbly presented and great fun – especially in two-player mode – this has been a real bestseller for Studio 3DO Europe, so these cheats should prove especially popular!

Press **A**, **B** or **C** to exit the pause screen and you'll be back in the game but without the control window. Timing is all with this cheat and we've found it easiest on the APC.

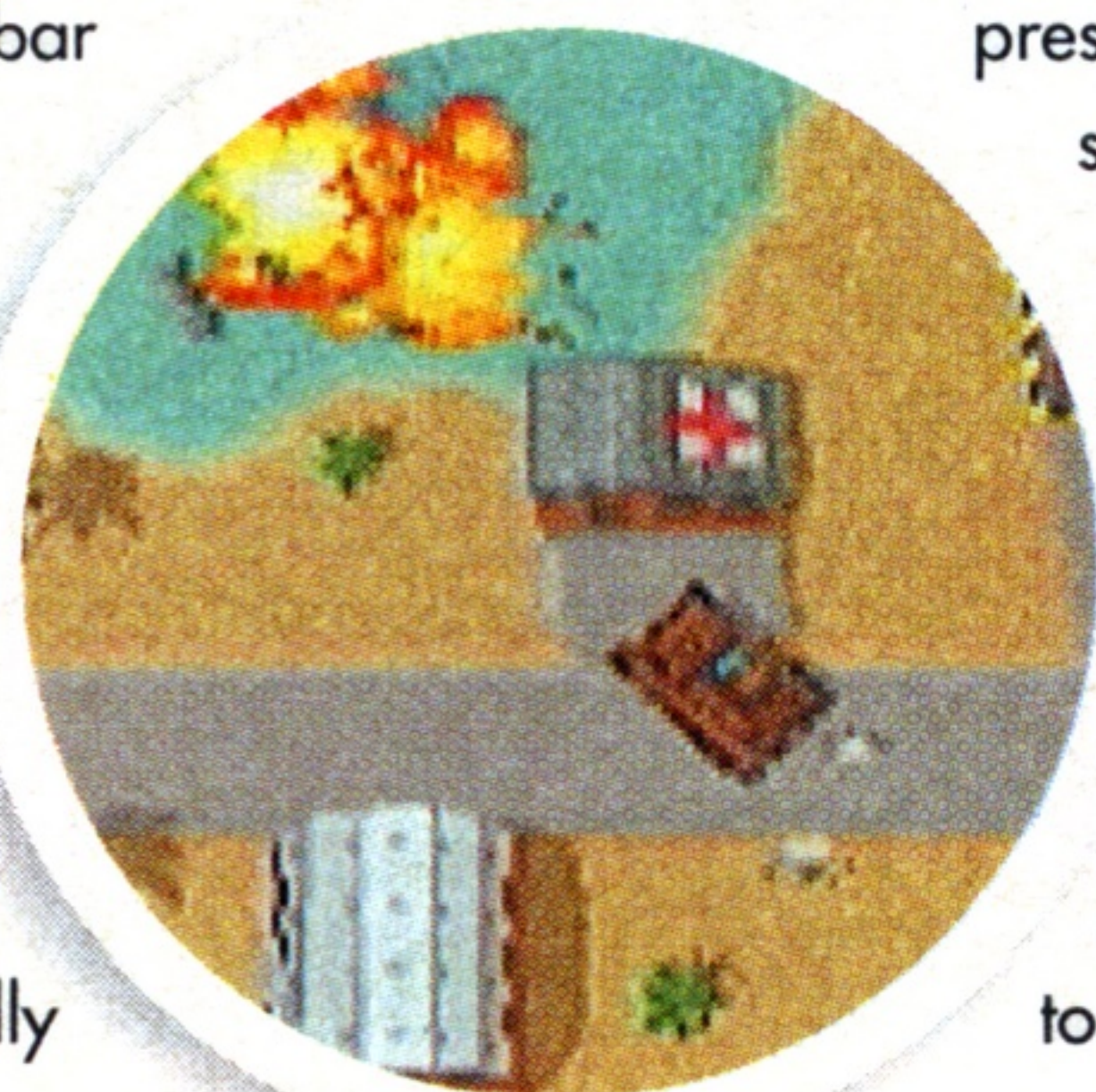
GENERIC TIPS

A. Bring your vehicles back to your bunker before they are completely destroyed. The Bunker will repair all damage.

B. You can self-destruct by pressing **A+B+C**. You will sacrifice the vehicle, but it's a quick way to get back to your bunker.

C. Never cross bridges with Drones on your tail. Drones will continue to fire at you as you move and will destroy the bridge behind you.

D. Keep moving to avoid enemy Drones – they're launched when you stop moving.



E. The submarine is deadly and cannot be destroyed. Once it fires a heat seeking missile at you, you're dust... unless something else is closer to the missile. The missile really is heat-seeking and if something else – say a drone or even your enemy – is closer to the missile, it will be taken out and not you (even if you're the one that caused the sub to surface!). With a bit of practice, the heat-seeking missile can be used quite creatively.

F. Always check the map when you're



in the bunker. It is constantly updated and will show you how the terrain has changed. It will also show your enemy's position on the map as he moves around.

2-PLAYER SPECIFICS

A. Learn to play very well.

B. If your enemy finds your flag, take your Jeep and go retrieve your own flag. You now have quite a few options:

- (i) Hide it behind a building near turrets.
- (ii) Move it to the farthest location on the map.
- (iii) Bring it back to your own Bunker. (It will be randomly placed in a new Flag Tower.)
- (iv) You can take it out to sea, and it will slowly float back to shore. (Let your enemy have fun trying to find a moving flag!)

C. Lay mines on:

- (i) The enemy's useful bridges instead of destroying the bridge. When your enemy hits the mine you will have taken out an enemy's vehicle and destroyed a useful bridge.
- (ii) On or near your flag.



- (iii) On or near your enemy's Bunker.
- (iv) The Helicopter can remove mines by firing rockets (and only rockets) directly at the mines.

D. Use radar screens to:

- (i) Keep track of where you are located.
- (ii) See your enemy.
- (iii) Prepare to fight an approaching Drone.
- (iv) See mines (You can't see them on the map).

E. Use the Jeep Beacon light:

- (i) The beacon lights green and chimes when you are headed towards your enemy's exposed flag.
- (ii) The beacon lights bright red when you are facing your bunker.

F. Learn to play very well. □ ssw

3DO Magazine

The

Need For Speed

Fantastic cheats for the greatest racing game ever

SCOOTER OPPONENT

If even the Mazda RX-7 is giving you tough competition, why not put your smarmy opponent on a scooter! That'll teach him... Well, maybe not. The scooter is actually pretty nippy and can easily weave through heavy traffic. Fortunately, once input the scooter stays active so you can race it across all the different tracks. Despite being a cheat, the scooter graphic is superb.



To get the cheat working, start a level and play it for ten seconds. Then call up instant replay and rewind to the beginning. Now press **R, Down** and **B** simultaneously on **joypad two**. Quit the race and when you restart it you'll find a scooter beside you! The scooter is apparently a self-portrait by track designer Sheila Allen, with 3D programming by Mark Tessman.

TURBO TURBO

Scooter giving you hassle? How about supercharging your car by boosting engine torque and power by

EA Canada are not only trailblazing the way for 3DO gaming, they're also way out in front with hidden game features. After the wonderfully wacky FIFA cheats, they've now revealed equally weird fun in the incomparable Need For Speed. Thanks to Marcus (Torc Software), Wayne Drury (Wayne@wdrury.demon.co.uk) and Doug Dyer (dyer@alx.sticomet.com) for their help with these.

a whopping 20-30%?

To activate this, start a level and then immediately press **L, R** and **Up** on **pad two**, plus **L, R, A** and **C** on **pad three**. If the cheat's been activated, the game will flash up a 'car crashed' warning. From now until when you turn off, the cheat will be enabled. The fastest cars are boosted by 20% and the slowest by 30%! While you can't exceed the

maximum published figures of the cars, the radically increased engine torque makes for breathtaking acceleration!

NO DASH

If you're tired of your car's dashboard, why not get rid of it? The difference isn't merely cosmetic as simplifying the screen display brings extra speed which, when combined with Turbo Turbo, can make for an absolutely breathtaking performance.

To get the cheat working, press **Up, L** and **A** on **joypad two** at any time while playing. Every time you press it, the dash will cycle through four variants: full dashboard, no dash but exterior rev counter and rear-view mirror, no dash but rev counter, and no dash with no instruments.

BLOW 'EM AWAY

Even for veteran players this is an absolutely unmissable cheat. With the press of a single button, every car on screen is sent spinning into the air! It's the stressed out commuter's dream

seeing a logjam of traffic, your race opponent and even the cop car go whizzing into the sky, before tumbling back to earth. Be careful though, occasionally it takes your car out too! To activate the cheat (1) start a level



and during loading press **L & R & Left** on **pad one**, then quit.

2: Restart level and during loading press **L & R & Up** on **pad one**, then quit.

3: Restart level and during loading press **L & R & Right** on **pad one**, then quit.

4: Restart level and during loading press **L & R & Down** on **pad one**, then quit.

5: Start the level again and every time you press **'X'**, everything on screen will fly into the air!

SOLO SPECIAL

If you're tired of all that traffic and those annoying cops, why not get rid of them? In control central go to the options menu and highlight skill level.

On **pad one**, press **X + R + A + L** in rapid succession holding each one

down as you get to it. Then lift them all up and start again – this is tricky to do and so far we haven't got it right, but we're assured it is correct!

If you do it right and enough times the text will turn from yellow to purple. No records or times can be saved in this mode!

BLACK TO BASICS

If you really think you've mastered the entire game – won bonus cars on every stage of every level, beat the 512TR with a Viper on Alpine...

– well, there's one more challenge to face. Start a level and play for ten seconds, then rewind to the start. On pad one hold down **B** and on pad two press **X, P**



and **C**. A 'car crashed' warning should appear. Now play against the clock on the Alpine level – for just that added little frisson of excitement, all the road on the final stage has been covered with ice. The graphics are the same, but the feel is murder!

WHO'S RESPONSIBLE?

To see the geniuses responsible for this software masterpiece, sit back and wait after a race has finished. When the credits start to roll, press **R** and **L** to flip between the normal backdrop and a pic of the programming crew. □ ssw

The Need For Speed
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At last!! A 3DO specific magazine and even better a mature magazine for a mature audience and an excellent read to boot. No more scouring shelves in newsagents for a mention of 3DO reviews from magazines claiming to cater for all formats – who's kidding who here? Three quid for three pages of 3DO specific material and that's if you're lucky. Then there's all the hype about how great future systems are, despite all the talk of how a machine's only as good as its software when PlayStation and Saturn have only about four decent titles between them.

3DO will succeed – but only if they get to grips with advertising. Whilst reading your interview with Mr Robert Lindsey, "Marketing Magus", I couldn't help but think to myself that you failed to ask the question most, if not all 3DO owners would have asked – WHAT MARKET-ING?! I have yet to see an advert on TV or in the national press for 3DO. I own a 3DO and I am delighted with it, but I feel that unless this product is given more prominence where it matters – which is TV and national press – I fear the consequences.

What really gets me is that it is such a good product that anyone could sell it. This very week-

3DO's US ads take Sega's 'in-your-face' style further. On the reverse of this four page fold-out are 40 of the 200+ 'woody-inducing' titles.

end I'm going to a friend's house with my machine and six fellow bus drivers for a 3DO day. You might have interviewed me as I seem to be doing more "marketing" than Mr Lindsey. To cap it off I went to the 3DO club meeting in Glasgow to see "new titles" and ended up playing a tournament of FIFA all night. In fact I ended up organising it!

I do hope you print this letter, although it may be controversial, it is what 3DO owners are thinking and you at **3DO Magazine** are our unelected spokespeople. This is my second letter to you and I hope I have many more reasons to write as it proves the mag is doing something, and making

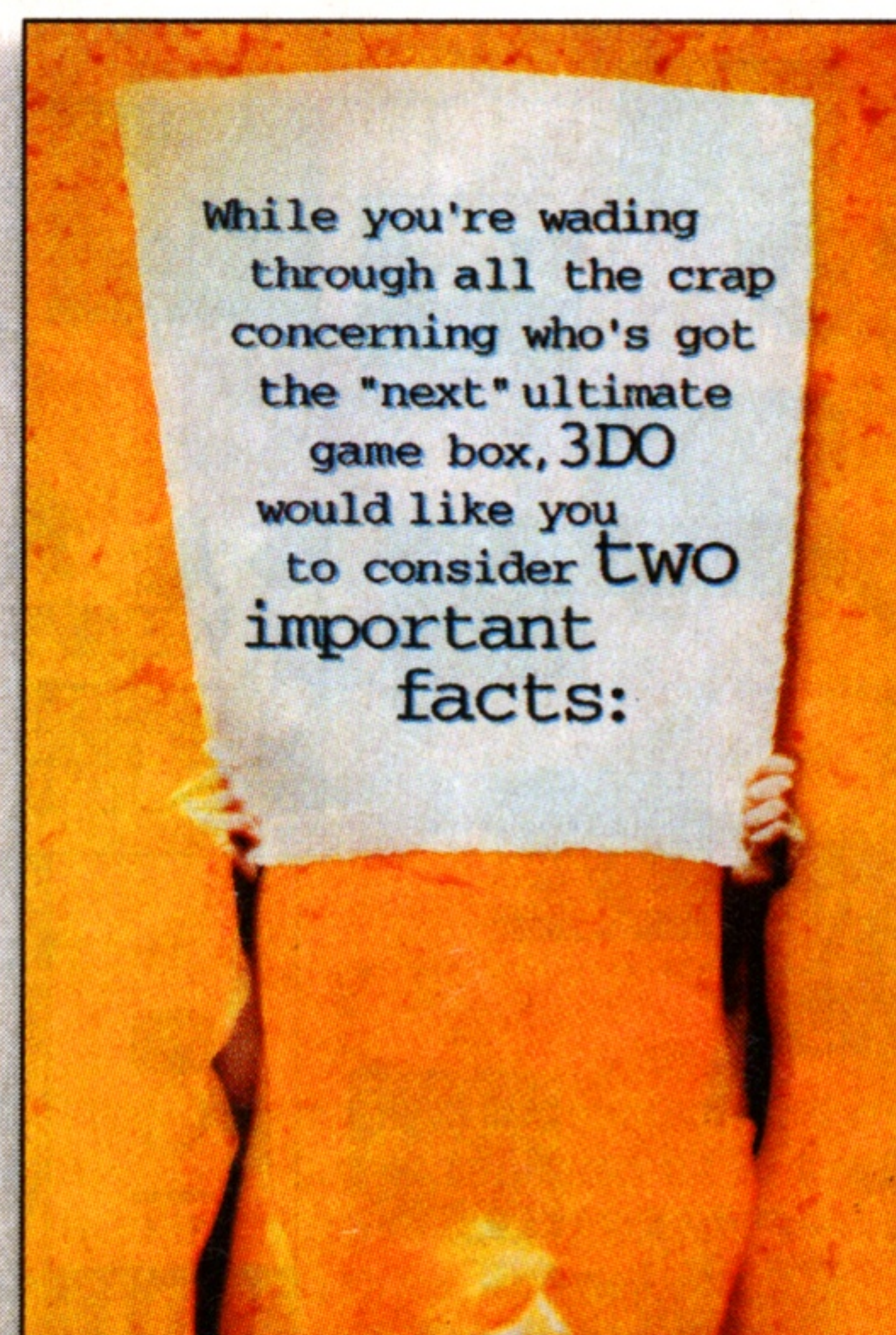


people like myself take the time to read this. I hope you will print it even so that the people at the 3DO Company will take note of our views.

Anyhow, enough moaning, I did enough of that in Issue 19 of Edge and they didn't like it one bit. In fact they edited a lot of it out and mocked my letter with a sarcastic reply. I won't have to put up with that any more as I am now the proud owner of a **3DO Magazine** subscription. It was my



Above, Panasonic's TV and press campaign modestly places 3DO along with the A-Bomb and the theory of Relativity in importance! Below, Sanyo's TRY 3DO may be limited to Japan so far, but the ads are neat and the case design absolutely superb.



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Valentine's present from my wife – it beats a box of chocs any day!

One thing about the mag, what about giving tips not just *cheats*? Ask readers to send them in and since our mag is a mature one, ask them for best times and scores for certain games as hopefully they wouldn't cheat.

We are a family of four, two kids aged five and three, and we all regard the 3DO as an excellent form of family entertainment. My five year old son is competent at most of the games, which are generally as hard or easy as you make them.

Ian McKenzie, Glenburn, Paisley.

Thanks for your letters, Ian, just as we hope to be regarded as a mature magazine so we're grateful

for mature-minded letters such as yours – the above being a composite of both. On your principal subject, marketing, I think your points are accurate and very well made, although blaming Bob

Lindsey is a little unfair. In America, 3DO is currently running a very hard-hitting marketing campaign. On TV, the SNES and Mega Drive are shown being locked away in a box marked 'Toys' before a showreel of 3DO software. In magazines a superb array of screenshots is wrapped up with a memorable hard sell (see picture).

3DO Europe are planning their own campaign for later in the year, which could well include TV ads. Until now European activity has been minimal because the small numbers of 3DO systems Panasonic/Matsushita have brought in quickly sell out. Matsushita are generally regarded as performing best in competition, which is when their formidable marketing operation acquires proper targets – they didn't get to be twice the size of Sony by accident! GoldStar, by contrast, has been aggressive right from the start – in the US it's already offering a \$50 rebate on its \$399 system and claims to be outselling Matsushita currently.

On the subject of playing tips, whenever we have space we will be printing a lot more of these and would certainly welcome any from readers. High scores are a bit more problematic, but we're experimenting with them in this issue so maybe other readers can give their opinions.

Congratulations on a brilliant magazine! (How many people write that, eh?) The moment I saw the first issue I subscribed, and have enjoyed all three issues received so far. The reviews are lengthy and have depth, but rather too many seem to have a full five stars. Are they really this good or do you need a more accurate measuring system?

I actually have a few niggling questions (who hasn't) that I'm sure you'll answer:

1) I'm looking for a really meaty beat-'em-up. I got the *Super Street Fighter* demo and seriously took it

to bed with me, but should I wait for *Cyber Clash* or *Dragon*? I was thinking of *Way Of The Warrior*, but decided against due to the controversy.

2) What happened to Highly Recommended?

3) Are any of the ALG GameGun games any good? I'm looking for the same satisfaction that *Terminator 2: The Arcade Game* gave me. *Virtua Cop* sucks.

4) Congrats on a cover disc every month, but could you please try to fit more on? It doesn't have to be of the greatest quality, but I already have *Theme Park* and surely the demo didn't take up 500Mb.

How about giving away a free game to the best letter of the month (hint, hint), I hear *Return Fire* is pretty good!

Aurian & Denzil Lyne, Fairford, Gloucester.

"...rather too many reviews seem to have a full five stars. Are they really this good or do you need a more accurate measuring system?"

AURIAN & DENZIL LYNE

Yes, 3DO games are that good and no we don't need percentages – see below!

1) The current world champion for 3DO beat-'em-ups is *Super Street Fighter II*. If any-

thing, it's better than the coin-op which is probably the most sophisticated combat game around. Nevertheless, *Samurai Shodown* runs it close with many of *SFII*'s programmers having moved to SNK for its development. Gameplay isn't quite as complex or involving yet, but it's still top-notch while graphics are even flashier than *SFII*.

Dragon was well received on SNES and Mega Drive – three characters on screen is fun – but it isn't really in the same league as its arcade-bred competitors. Hopefully the 3DO version will be enhanced, but we haven't seen anything on it yet. As for *Cyber Clash*, Crystal Dynamics apparently became unhappy with its external developers and have now cancelled it.

Way Of The Warrior is pretty good, we think our star system accurately rated that! – but it lacks the responsiveness of the game which inspired it; *Mortal Kombat III* (which is now due on 3DO in '96). Somewhat nearer are *Ballz*, *Primal Rage* and Electronic Arts' awesome *Foes Of Ali*. Is that enough choice for you?

2) We decided the A-Z section pretty much covered this topic.

3) The ALG-compatible *Demolition Man* is probably closest to *Terminator 2*, in its early and fairly extensive blast-em-up sections anyway. However, for a real challenge ALG's games keep getting bigger and better. *Crime Patrol* and *Mad Dog McCree II* are both well worth a look, but see News for PAL details.

4) Of course we'd prefer more demos and newer ones, but as you probably know a last minute glitch over *Syndicate* delayed 3DO/4 by almost a



Super Street Fighter II, still top of the heap of beat-'em-ups, despite strong competition. See letter from Aurian and Denzil Lyne

month. We're always trying for the best demos, but programmers rarely have time to do them until a game's finished and there's also lengthy approval process to go through with 3DO.

I bought an import 3DO as soon as the machine was released in America. It cost £600 and I thought for that I was getting something which would last a long time. After endless hassle trying to get it to run on a TV, I had some fun with *Crash 'N' Burn* but then had to wait ages for another good game. Anyone remember how awful *Stellar 7* was? Then all magazines started going on about how 3DO was doomed and the PlayStation was the only console worth buying!

I guess 3DO had to make a response and M2 certainly looks impressive, but how much can we really believe? And even if the hardware does live up to the hype, will software houses support it? More importantly, since M2 is so much more sophisticated than the old machine, surely there'll be an even bigger gap between its release and good games arriving than with the first 3DO?

But probably the worst mistake with M2 is announcing it now. Think about someone who's considering buying a 3DO now. It'll cost them £400 and will be out of date in about six months.

Wouldn't it be better

for them to simply wait for 3DO II which has to be cheaper than a 3DO I and upgrade?

Aggrieved 3DO owner, Stoke-On-Trent.

Yes, we definitely do remember how dire *Stellar 7* was. However, things are a lot different now and however painful 3DO's launch was, it has paved the way for a whole new way of doing business.

Firstly, the games you buy now will always be compatible with whichever new upgrade comes along. This doesn't just preserve your investment, it means when M2 arrives there'll be plenty of excellent new 3DO I titles coming along to plug any gaps in the M2 release schedule.

Secondly, the core of a 3DO system, its operating system, is designed to evolve with the hard-

"Since M2 is so much more sophisticated than the old machine, surely there'll be an even bigger gap between its release and good games arriving."

AGGRIEVED 3DO OWNER

> ware. Once developers learn how to write a 3DO game, those basics will apply to any new models – cutting down development time and cost.

Thirdly, the upgrade path is designed to be as cost-effective as possible. M2 marks a massive leap forward in technology, but since the upgrade operates off 3DO I's power supply and CD-ROM drive (by far the most expensive component), it'll cost considerably less than a new 3DO. Sure, if you wait until 1996 to buy you could probably save some money – but as you know, there's some great 3DO I games to play today.

It's also worth pointing out that while M2 is probably an even bigger technological leap than the original system, most of its capabilities come from easily accessible built-in functions. When Namco converted *Ridge Racer* to PlayStation, a large proportion of development time was spent emulating in software what the coin-op did in hardware. With M2, tasks such as z-buffering and Gouraud shading are handled by custom chips.

3DO hasn't had the easiest of starts, perhaps, but I don't think anyone should doubt that it's coming together pretty well now.

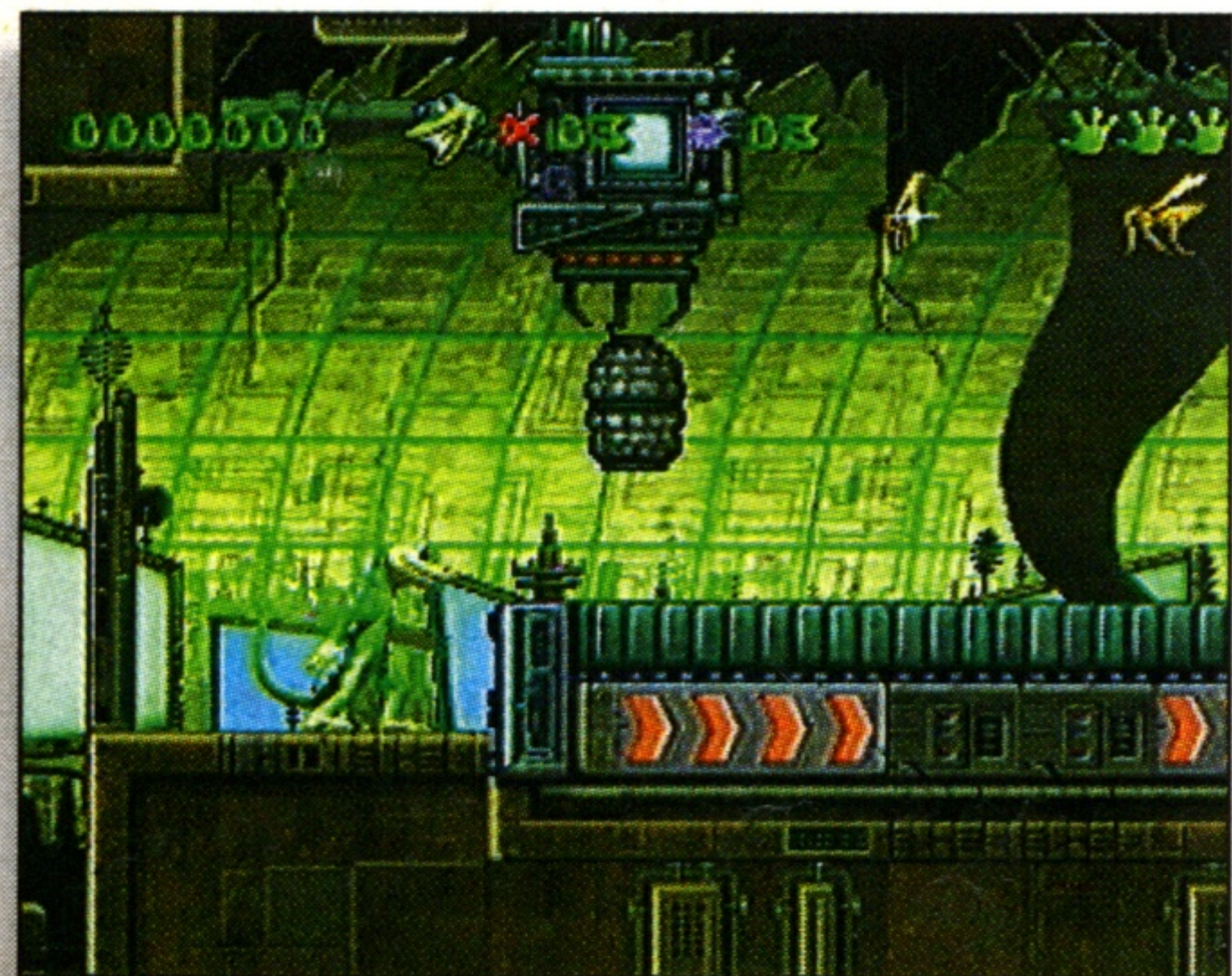
Having rushed out and bought *Gex*, largely on the basis of 3DO Magazine's review, I feel your magazine must bear some of the responsibility for my subsequent disappointment.

Firstly, I completed the game going through a mere 18 levels including all the bosses: now I may have missed a secret level or two, but that's still significantly below the '30 to 40' levels claimed in your review. Surely, the 'definitive' platform game for what is a superb next generation machine could manage better than that. Compare it to the 96 levels of *Super Mario World* on the humble SNES. Did your reviewer find an extra 22 levels that I had missed or did he take the publishers' word without fully bothering to play the game through?

Secondly, Necropolis' 'on the move' stage suffers noticeably from slow-down as you try to negotiate the conveyor belts – something not seen on *Sonic*, despite that quicker moving game being run on a far less powerful machine.

Now don't get me wrong, *Gex* is an excellent game. Its graphics (when not in slow motion) are superb and it does have some innovative features.

Does some minor slowdown on the Necropolis level really make Gex inferior to Sonic?



An Aggrieved 3DO owner ponders the viability of M2.

But to describe it as 'a startlingly good game that matches, nay betters any that's gone before it' is pure hyperbole – as the many 3DO owners who have graduated from the SNES and Mega Drive will find out to their cost (£46.95 precisely). *Gex* in many respects doesn't measure up to the 16bit platformers that went before.

As an afterthought perhaps you might give thought to expanding the star based scores for reviews. With an ever increasing number of excellent software titles coming out for the 3DO it won't be long before shoot-'em-ups, sports sims and driving games all have a collection of five star games with little for the purchasing public to differentiate between them. I think a percentage system with one overall score and number of separate scores for graphics, sound effects, gameplay and longevity etc would help people like myself decide better what to spend out £50 on.



"...to describe *Gex* as a 'startlingly good game' is pure hyperbole... in many ways (*Gex*) doesn't measure up to the 16bit platformers that went before."
MARK COLQUHOUN

After all, on a percentage based system a five star game could be any where between 81-100% and anyone who bought magazines for another games system knows that difference between a 81% and 91% game can be very large indeed.

Mark Colquhoun, Woking, Surrey.

First, an apology for the mistake over the number of levels. Dave's math went a bit awry, you get

around 30 levels only including the bonus games and final, secret world.

On the main substance of the review, however, we stand by it. If we'd been unsure about reviewing *Gex* accurately we would

have waited until the next issue – as we did with *Immercenary*. Our principal argument for *Gex* was that various innovations (such as being able to climb on almost anything), meant 'it genuinely makes the game feel different' and that 'it sends itself up' with smart, superbly drawn graphics, and a brilliantly witty soundtrack which make it appealing to an older audience.

Of course, it would be better if it had more levels, but the amount of work involved in its 'superb', highly detailed graphics is prodigious. *Super Mario World*, by contrast, basically reworked *Mario Bros*' 3 8bit graphics at a slightly higher resolution. Which is why Sega happily ran the game on their stands besides *Sonic*, a game that did look 16bit and partly explains why Nintendo lost the 16bit war. And *Sonic*, while a great game, was small enough to be completed without a save game.

Gex is clearly a lot larger than *Sonic* and if, like *SMW*, the save game inevitably reduces the challenge it still has some nice twists. Finding the various phones forces you to thoroughly explore

WE DID IT OUR WAY

And still the debate rages over our controversial *Way Of The Warrior* review...

As a specialist in 3DO retail, an owner of an American 3DO and NTSC version of *Way Of The Warrior*, I'd like to express my opinions on this game. When we originally had the game back in the summer of '94 we thought 'Yeah, ace graphics, naff gameplay, what a shame!'

But we were using the 3DO pad (cringe), which while brilliant for games like *Road Rash*, *Need and Return Fire* is very dodgy for beat-'em-ups like *SSFIX*, *Samurai*



Shodown and *Way Of The Warrior*. I am now the owner of an adaptor allowing the use of SNES pads and *Way Of The Warrior* is much more responsive and less frustrating

to play.

Another mistake that doesn't help the game any is the almost total lack of any moves shown in the instructions which lifted the frustration even higher. My advise to anyone thinking of buying the game is yes, but if you haven't got a good fighting pad don't expect to be pulling off any seven or eight hit combo's because you won't be able to with the standard pad.

Geoff Wiltshire, TCW, Clwyd, Wales.

"I have bought *Way Of The Warrior* and I would like to support it by saying that is seriously kickin'! (Although it is letterboxed!)"

Robert I Donald, Edinburgh.

"A game that's nearly great in every department, but let down by dodgy sprite collision and less than fluid animation."

what are, after all, generally very big, complex levels. Moreover, if you do finish the game then there's the additional challenge of finding the five, hidden bonus game levels and completing them to get to sci-fi world. Now that's tough and, like much of *Gex*, a significant improvement on *Sonic* or *SMW*. In our opinion, anyway.

Your argument over the star system is fine apart from the fact it presumes percentages would somehow make our opinions closer to yours. If we had used percentages, *Gex* would have got at least 91%! While we think most people agree over an 'excellent' game, as we seem to here, beyond that things are too subjective for the pseudo-accuracy of percentages. Is there really any point in debating whether *Need For Speed* has 2% better graphics than *The Daedalus Encounter*? What matters is that they both look great in very different ways – something best expressed in a well written review.

Sure, there are going to be more five star games but if you're choosing between *Road Rash* and *Need For Speed*, the decision should come down to whether you prefer arcade racing action or sim-type depth. For us to somehow rate one above the other would simply cloud this issue.

Before I give you my questions, let me start by congratulating several groups of people, beginning with yourselves for producing such a good magazine.

Now to congratulate the people behind the games. Firstly, Electronic Arts (who else?), for producing some utterly fantastic 3DO games. Games like *Need For Speed*, *FIFA*, *Road Rash* and *Madden* perfectly combine next generation graphics (and sound) with stunning gameplay.

Secondly, well done to Crystal Dynamics for *Gex*. The game's release was continually delayed – but the wait was well worth it. Not content with

producing the 3DO's first platform title, CD have made an extremely playable game. Despite the platform genre being pretty much exhausted these days, *Gex* features enough novel ideas to keep the player hooked. From the brilliant intro to the amazing dexterity of the main character, this game is a must-buy. Another element which really adds to the game's atmosphere is that it's *funny*. *Gex*'s constant one-liners and quotes really do give the character a personality of his own.

Now to my questions...

1) Will the M2 sequels to *Road Rash* and *Need For Speed* include simultaneous two-player modes?

2) Why do so many people hate the Panasonic joypad? I think they're well designed, sturdy and comfortable – though a little expensive when bought separately.

3) Will your magazine ever go monthly?

4) Do you know how long/soon until any of the following games are released on 3DO? *Flying Nightmares*, *Magic Carpet*, *Doom* and *Star Trek: The Next Generation*.

5) Are there any plans for a 3DO conversion of *Sim City 2000*?

6) How does a data disk work? Surely when you eject the original game disc, the machine will reset itself before you put in the data disk?

David Steele, Plumstead, London.

Soccer Kid is actually 3DO's first platformer, but other than that I think we agree over *Gex*!

1) We certainly hope so. The two-player modes of *C64 Pitstop II* and SNES *Super Mario Kart* rank among our all-time favourites.

2) We agree.

3) Yes, as soon as there are sufficient releases to justify it.

4) *Flying Nightmares* is imminent, while *Doom* and *Magic Carpet* will probably arrive at year's end. Sadly, *Star Trek* appears lost in a time warp!

5) No, the huge amount of save game data has so far restricted console versions. M2's PCMCIA system could get around that and, if it sells as well as 3DO expect, Maxis could well do an M2 version. However, after playing the game on Macintosh I personally felt the incredible addictiveness of the original had been buried with all that new fangled complexity.

6) 3DO systems are designed to automatically reset when a disc is ejected. For this reason *Operation Jumpgate* isn't so much a datadisk as a complete game, with all the relevant code, but it only loads into your 3DO if it detects a save game from *Shock Wave*. A similar system works with the additional game disks of *D* and *Wing Commander III*.



I've just bought a Panasonic 3DO which we're really enjoying. My Dad loves it and he's been playing games that he doesn't usually like. There is just one problem: my dad is having a lot of trouble using the small pads that come with the 3DO on the game *Need For Speed*. I would like to know if you can help me find a joystick or steering wheel, as it will make it easier for my Dad to use. We have looked everywhere for a joystick.

Amanda Smith, Plymouth.

A joystick is available for 3DO. It's by CH Products who produce high quality sticks for the PC and is very good – like them it's analogue

rather than digital, so the faster you move the stick the faster your aircraft reacts. The RRP is £89.95 and you can get more details from ISM (tel: 0121 3274499). You might also try examining our small ads for special offers.

Since the *Flightstick Pro* is analogue, it requires games to be specially programmed – but this is becoming increasingly common: *PO'ed*, *Flying Nightmares*, *Rebel Assault*,

Shock Wave, *Operation Jumpgate*, *Super Wing Commander*, *Wing Commander III*, *VR Stalker*, *Return Fire*, *Mega Race* and *Need For Speed* are all compatible.

Alternatively you could consider getting an adaptor which makes the 3DO compatible with SNES joypads and joysticks. This costs around £25 and should be released soon, although some importers might have it already. Cheap, digital SNES joysticks can be had for around £15. □ ssw

3DO Magazine



BLADEFORCE. The year—2110 AD. The city—Meggagrid. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says "Hello Mr. Criminal. My gun is bigger than yours." You fly in real time. You fire in real time. They die in real time. Have a real good time. **Features:** 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the barf bag. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.



If You're a Pacif



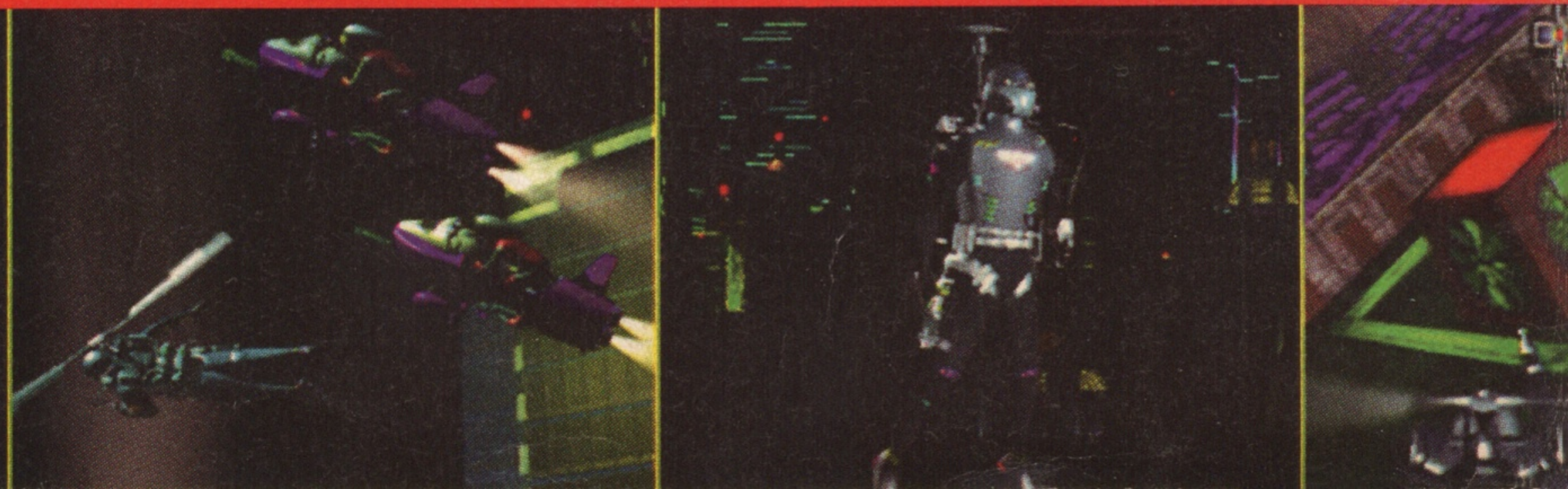
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Who's responsible for these two favourites? The warped minds at Studio 3DO, of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or look us up on the Web: www.3do.com



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BLADE FORCE™

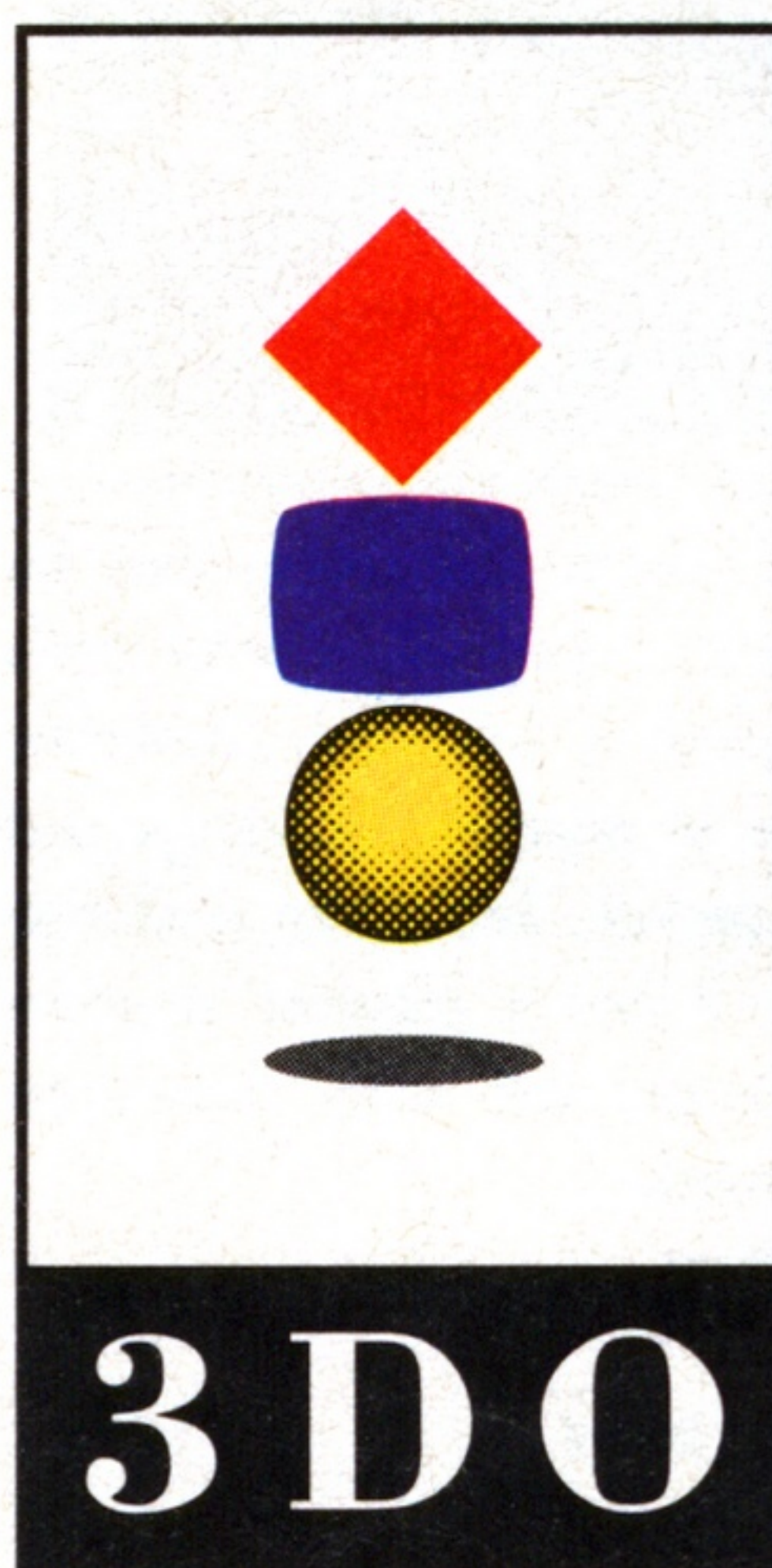




KILLING TIME™

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**WE
GOT
IT.
THEY
DON'T.**



KILLING TIME. What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go sour. **Features:** 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.

Software Directory

The essential update to every review from 3DO Magazine issues one to four.

3D ATLAS

Electronic Arts, TBA

A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to entice and seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is good fun, circumnavigation of the world through multiple choice questions providing a useful indication of just how much information you've retained. Overall, an absolutely excellent edutainment package.

issue 2, Rating: ★★★★★

ALONE IN THE DARK

Infogrames, £39.99

The game that made Infogrames' name, *Alone In The Dark* shattered preconceptions about what PC gaming was about when it was released in late 1993. Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline made it the most intimate and atmospheric adventure of the time. It still looks amazing even now, and is well worth a look – especially if you're a fan of Lovecraft inspired chillers.

issue 1, Rating: ★★★★★

ANOTHER WORLD

Interplay, £39.99

Originally an Amiga game, *Another World* was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's puzzling fundamentals, but adds 256 colours to freshen it up a bit.

issue 1, Rating: ★★★

BATTLE CHESS

Krisalis, £39.99

All 3D chessboards, bar none, are fundamentally flawed in that a piece closest to the screen will obscure those pieces behind it. *Battle Chess* doesn't prove to be an exception to the rule, and the visual candy isn't sweet enough to make the

extra squinting worthwhile. To its credit the 32-bit RISC chip of the 3DO system powerhouses a V8 chess engine and the game incorporates a clear and simple 2D board for the more serious player.

issue 1, Rating: ★★

BURNING SOLDIER

Panasonic, £39.99

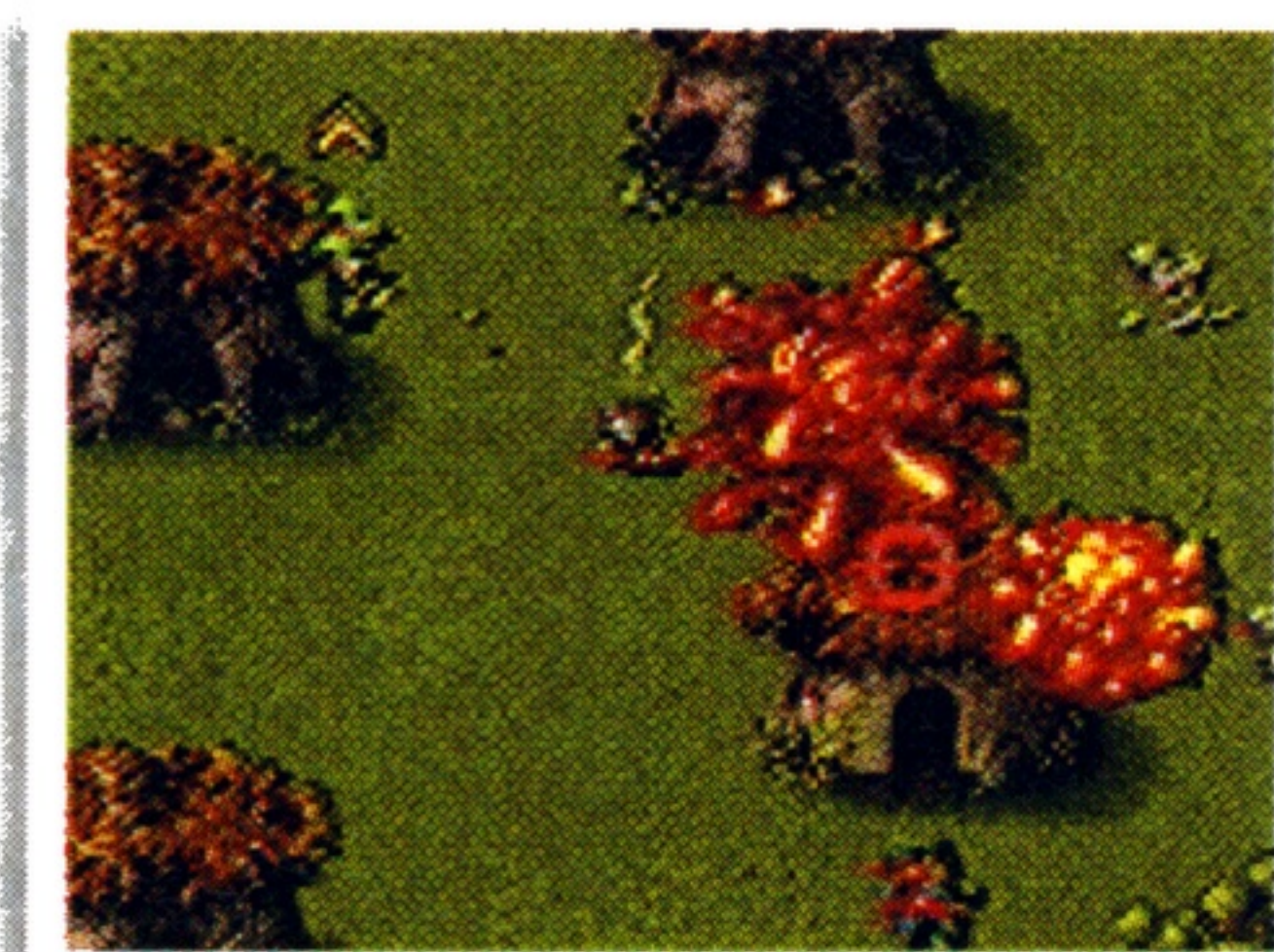
A distinctly Japanese game, *Burning Soldier* follows where *Microcosm* and *Novastorm* trailblazed with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for fairly linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.

issue 1, Rating: ★★

CANNON FODDER

Virgin, £44.99

Sensible Software's classic in miniature gets the 3DO treatment and comes out with vibrant new colouring and crystal



clear sound effects. The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.

issue 3, Rating: ★★★★★

DEMOLITION MAN

Virgin, £49.99

This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it).

Actual gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting all making an appearance. None are that impressive individually but melded together they form a playable package with a tough challenge. Passwords side-step tedium, and the whole thing improves vastly with a lightgun. Unmissable for fans of the movie.

issue 2, Rating: ★★★★★

DRAGON'S LAIR

Elite, £39.99

More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious. The quality graphics – drawn at the Don Bluth studios – are amazing though.

issue 1, Rating: ★★

ESCAPE FROM MONSTER MANOR

Electronic Arts, £39.99

Developed in an amazing four months, this early *Doom* clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sonics. The atmospherics of a haunted house are there, but gameplay is rather ghostly.

issue 1, Rating: ★★

FAMILY FEUD

Gametek, £39.99

The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of such multimedia game show extravaganzas as *Twisted*, *Station Invasion* and *Zhadnost* this is a very small thing indeed. One for students of the great, dysfunctional nation only.

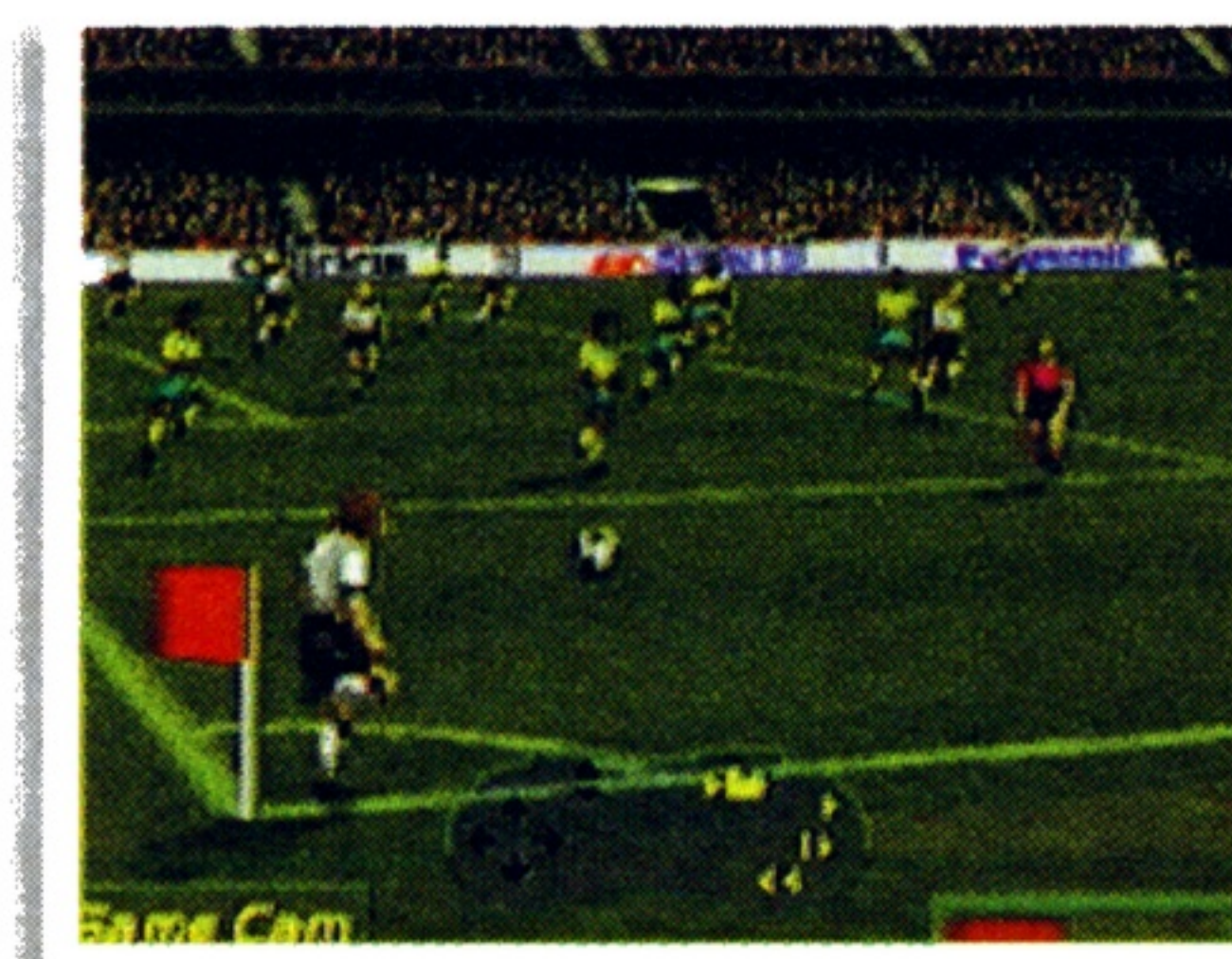
issue 2, Rating: ★

FIFA INTERNATIONAL SOCCER

Electronic Arts, £44.99

The most stylish and visually impressive

soccer game there has ever been, Electronic Arts met the huge pre-release hype with a product unusually more than worthy of the attention. From the superb



FMV intro, spliced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good enough to eat. Purists may argue that gameplay isn't a match for the no frills *Sensible Soccer*, but a six-player game compensates rather well.

issue 1, Rating: ★★★★★

FLASHBACK

US Gold, £44.99

As with its *Another World* prequel, *Flashback*'s highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds no new levels or radically reworked graphics, although some 32bit gloss is provided with 256 colours, better sound and enhanced, 3D Studio cut sequences. The excellent puzzles are as absorbing as they ever were, and overall it's an enjoyable teaser for Virgin's forthcoming blockbuster, *Heart Of Darkness* – which is from the same programmers.

issue 4, Rating: ★★

GEX

BMG, £46.95

The 3DO's Sonic or Mario with bells on, Gex redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with



a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown this tired genre.

issue 3, Rating: ★★★★★

GRIDDERS

The 3DO Company, £39.99

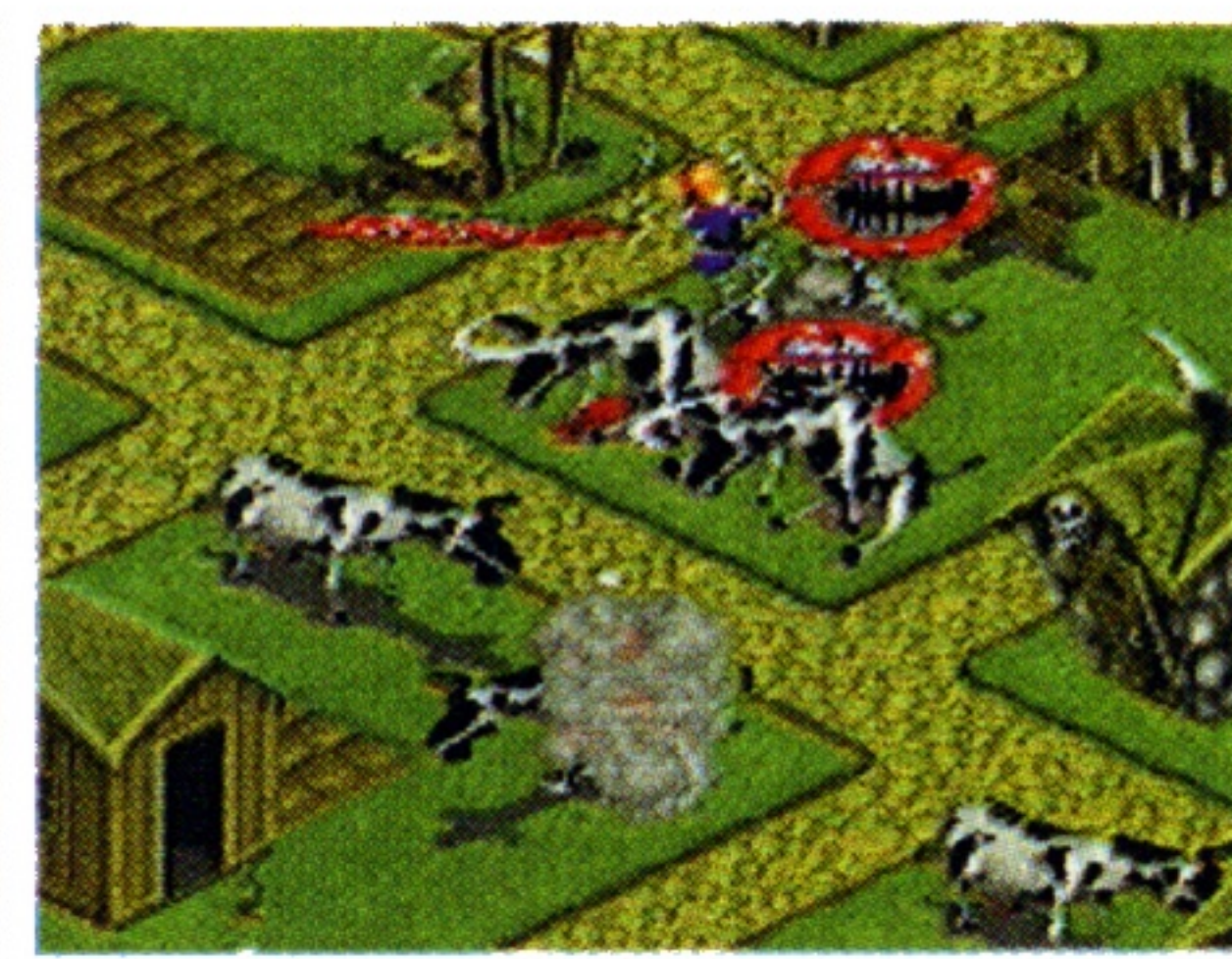
This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 tortuous levels provide a big challenge which has won many admirers. The idiosyncratic rules can be confusing for non-puzzle freaks however.

issue 1, rating: ★★★

HORDE, THE

Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an irresistible



package. In the game you play Chauncey, a young knight charged with protecting various villages against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interlevel FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!

issue 1, Rating: ★★★★★

IMMERCENARY

Electronic Arts, £44.99

Despite a genuinely innovative visual style, this pretentious *Doom* variant fails to live up its promise. The control interface suffers with a laborious pick-up/implement menu, while weapons are unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, perversely, the more progress you make, the easier it becomes. The shortness of the challenge raises the suspicion that the look of

Immercenary has had far more thought applied than the game. With some restructuring this could have been something special – instead of a cult oddity.

issue 4, Rating: ★★★

INCREDIBLE MACHINE, THE

Sierra, £39.99

A big hit on the PC over a year ago, this is a compelling collection of puzzle games, which although criminally unenhanced for the 3DO, remains as much fun as it ever was. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package.

issue 2, Rating: ★★★★★

IRON ANGEL OF THE APOCALYPSE

Panasonic, £39.99

A bizarre, Japanese *Doom* variant, this really titillates with its fantastic FMV intro sequence, only to implode, sadly, with a poorly programmed, dingy exploration game. There are few aliens to blast, the scenery is monotonous, with identical retro-fitted rooms conspiring to confuse your navigation, and, most seriously, the frame rate is slow and jerky. Dire.

issue 2, Rating: ★★

JAMMIT

BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game, this is uniquely set in a ghetto, with vandalised walls providing the backdrop to the simplistic action. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play, and the selection of basketball variants adds some longevity to the action. Hardly essential, but pretty good fun in short bursts.

issue 2, Rating: ★★

JOHN MADDEN FOOTBALL

Electronic Arts, £39.99

Inarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete begin-



ner and football pro alike the perfect level of competition. Brilliant in one player mode, absolutely unmissable in two, this is an unbelievably impressive product.

issue 1, Rating: ★★★★★

LOST FILES OF SHERLOCK HOLMES, THE

Electronic Arts, £39.99

One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.

issue 1, Rating: ★★

MEGARACE

Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive, which is particularly welcome due to the Gallic flair of Cryo's superbly stylish graphics – far more evocative than most American efforts. Sadly, actual gameplay is a lot less flashy and ultimately rather repetitive.

issue 1, Rating: ★★

MYST

TBA, £TBA

A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joypad control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type there's little to touch this brainy masterpiece.

issue 3, Rating: ★★★★★

NEED FOR SPEED, THE

Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio, eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular



crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the best games ever.

issue 1, Rating: ★★★★★

NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girls running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is very slick, but it matters little when gameplay is so dire.

issue 1, Rating: ★

OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gunfire. An exceptionally, fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), great in two.

issue 1, rating: ★★★★★

OPERATION JUMP GATE

Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more tactics, more exciting (hillier) terrain and new, tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.

issue 2, Rating: ★★

PATAANK

Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, P.F. Magic actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable, it's certainly an acquired taste, and remains the best pinball game available on 3DO.

issue 1, Rating: ★★

PEBBLE BEACH GOLF

Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really does live up to its name!

Rating: ★★★★★

POWERS KINGDOM

Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of bizarre creatures, imaginative weapons and odd landscapes with >

directory

3DO

Magazine

> plenty of good, tactical combat. Over the longer term it does become distinctly repetitive, but it's still worth a look for genre fans.

issue 1, Rating: ★★★

QUARANTINE

Gametek £44.99

'Doom in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Whizzing around crime-infested cities, picking up dodgy passengers and blasting pursuit vehicles is certainly fun. Unfortunately, Imagexcel ultimately fail to deliver on the potential. As with the PC version, driving a hover car has a distinctly uninvolved feel – the way it slides around seems simply cheap. An indistinct soundtrack and dire graphics further dull the promise, firmly relegating *Quarantine* to the 'missed opportunity' category.

issue 4, Rating: ★★

REAL PINBALL

Panasonic, £39.99

More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly titled perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle rather ruin playability.

issue 1, Rating: ★

REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blasting action skillfully mixed in with Star Wars film clips. The underlying gameplay was somewhat better than average for this type of game, but still ultimately rather repetitive. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *Star Blade*, the limited colours and frequent blockiness of the imagery just isn't on.

issue 2, Rating: ★★★

RETURN FIRE

The 3DO Company, £49.99

A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed



3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defenses. To do this you have a stock of

tanks, helicopters, jeeps and APVs, all unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is magnificent. A superb technical achievement married with timeless game design, *Return Fire* is one of the best 3DO games around.

issue 2, Rating: ★★★★★

RISE OF THE ROBOTS

Art Data Interactive, £44.99

Rise Of The Robots was in development for so long that many began to doubt that it would ever arrive. Arrive it did, however, and immediately confounded the sceptics with its glorious graphics and okay-ish gameplay. *Rise Of The Robots* may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.

issue 1, Rating: ★★★

ROAD RASH

Electronic Arts, £44.99

Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with



music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and five other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★★

SAMURAI SHODOWN

Crystal Dynamics, £39.99

Samurai Showdown is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge,



colourful, brilliantly animated sprites, richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFII*, nor quite so sophisticated, but its bold characters, superbly varied backdrops and imaginative use of weapons put it neck and neck with its better known peer and a sure-fire hit for beat-'em-up addicts everywhere.

issue 1, Rating: ★★★★★

SEWER SHARK

Virgin, £39.99

With *Blade Runner's* FX whiz John Dykstra responsible for directing it, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is obviously quite limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on memorising ultimately repetitive enemy attacks and route junctions.

issue 1, Rating: ★★

SHANGHAI TRIPLE THREAT

Activision, £39.99

Activision have enjoyed considerable success with their previous console *Shanghai* titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful bonus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package.

issue 2, Rating: ★★★

SHOCK WAVE

Electronic Arts, £39.99

This features some of the most impressive presentation around with a superbly realised *War of the Worlds* scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panache. In-game 3D graphics are impressive too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've the determination this has plenty to reward you. And when you complete it, the *Operation JumpGate* mission disk is even tougher while a full-blown sequel is due later.

issue 1, Rating: ★★★

SLAM 'N JAM '95

Electronic Arts £49.99

Edging past even the heady standards set by EA presentation, *Slam 'n Jam '95* is the best looking sports sim yet. Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before you in a bravura display of programming muscle and graphic artistry. Fortunately, gameplay is equally impres-



sive to make this a supremely addictive experience – in one or two player mode. Realistic beyond belief – with a non-stop narration from CNN's Van Earl Wright – this joins *Striker* and *John Madden* in the elite of sports simulations. In short, the sort of mega-game that offers undeniable cross over appeal to even non-fans of the sport.

issue 4, Rating: ★★★★★

SLAYER

SSI/Lion Entertainment, £39.99

Well known on the PC for their *Ravenloft* series, SSI looks set to make a respectable name for themselves on the 3DO system too. *Slayer* uses a slick *Doom*-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of potions, puzzles and so forth to keep the tactically minded occupied.

issue 1, Rating: ★★★

SOCCER KID

Krisalis, £39.99

Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it. Great fun.

issue 1, Rating: ★★★

STARBLADE

Panasonic, £49.99

The enormous impact *StarBlade* had at the arcades upon release has, to Namco's credit, been replicated on a smaller scale for its 3DO release. Stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. The 3DO version even offers an enhanced mode which features stunning texture maps. Great audio and a tough challenge make this a spectacular experience, especially on a huge TV.

issue 2, Rating: ★★★★★

STAR CONTROL II

Crystal Dynamics, £39.99

Star Control was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and long

sampled speeches hinting at 32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-'em-up mode is good fun too.

issue 1, Rating: ★★★★★

STATION INVASION

The 3DO Company, TBA

Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points. Excellent fun.

issue 2, Rating: ★★★

STRIKER

TBA, £TBA

When EA's *FIFA International Soccer* was released in late '94 few thought it would be surpassed until M2 arrived. Yet while *Striker's* FMV presentation isn't up to EA



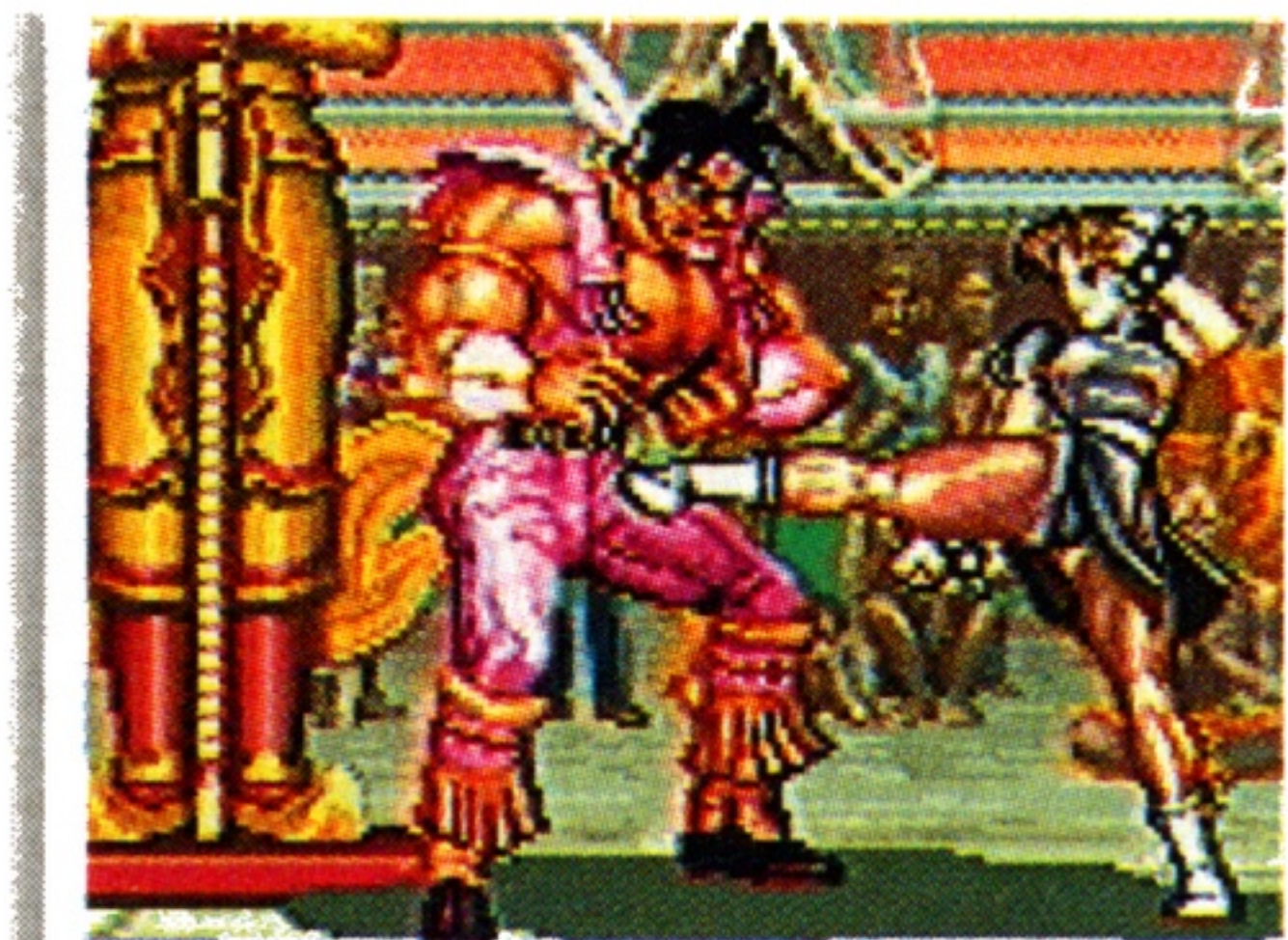
standards, in-game the tables are reversed with more controllable sprites, faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game.

issue 3, Rating: ★★★★★

SUPER STREET FIGHTER II X

Panasonic, £60

Capcom's *Street Fighter 2* sold more 16-bit Super Nintendos than any other game. A sophisticated combat engine allowed for moves, countermoves and



even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre – we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet.

issue 1, Rating: ★★★★★

SUPER WING COMMANDER

Electronic Arts, £39.99

Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners.

issue 1, Rating: ★★★★★

SUPREME WARRIOR

Acclaim £44.99

Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an ambitious first-person perspective, it asks you to thwack a host of well-acted fighters into submission across numerous, lavishly dressed Chinese sets. The production values are excellent and the skillful editing of short sequences into seamless, lengthy fights is tremendously impressive, but it all goes wrong due to ineffectual moves and sluggish controls. There's no doubt that this bold reworking of the genre *could* work, but it certainly hasn't been pulled off here.

issue 4, Rating: ★★

SYNDICATE

Electronic Arts, £49.99

A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An



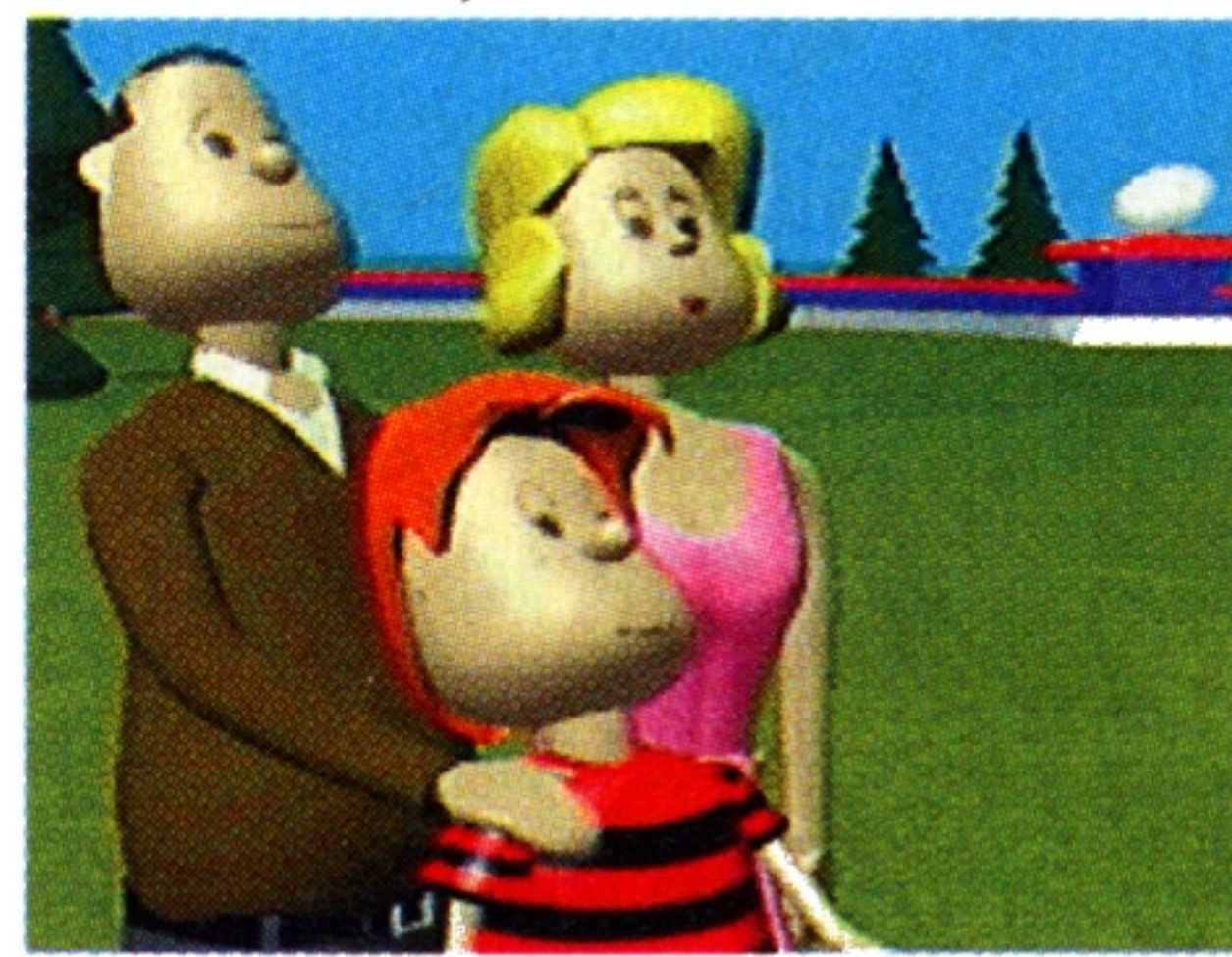
utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination. While most console versions had the violence toned down, the 3DO version fully retains the dark glory of the original, with blood spilling copiously. This also means no new missions or significantly improved graphics, but mission disks are promised. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history well worth investigating.

issue 4, Rating: ★★★★★

THEME PARK

Electronic Arts, £34.99

Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked – put an ice cream vendor too close to a ride, for



example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. A genuinely original title that demands attention, but be warned, it requires plenty of save memory!

issue 1, Rating: ★★★★★

TOTAL ECLIPSE

Crystal Dynamics, £39.99

One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. (Fortunately, issue two of *3DO Magazine* was packed with cheats and tips to make this mammoth blaster more approachable!) Still a premiere blaster for the machine, with a definitive FMV mini-movie intro.

issue 1, Rating: ★★★★★

TWISTED

Electronic Arts, £39.99

One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to five friends, to get to the top of a spiralling stair case, tackling mental puzzles and general knowledge tests put in your way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. It's a thoroughly polished product that demonstrates the potential of the 3DO for truly ground breaking titles. Bizarre, innovative and good fun.

issue 1, Rating: ★★★★★

VIRTUOSO

Elite, £44.99

Originally designed as a vehicle for a digitised rock star, Elite ultimately failed to land a celebrity – or even any decent gameplay, come to that. The various levels have some neat ideas – snowmen

being particularly cute villains – but it's all far too slow and desperately unexciting. The inability to move and shoot at the same time is particularly infuriating, killing the game stone dead.

issue 2, Rating: ★

WAY OF THE WARRIOR

Interplay, £39.99

Whilst the extravagant, boldly digitised characters of *Warrior* immediately inspire excitement, play reveals a relatively weak *Mortal Kombat* clone. A hard rock soundtrack blasts along with the action, and some of the backdrop designs are extraordinary, but play is awkward, controls lack an intuitive feel and close quarter combat is difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many have enjoyed this noisy beat-'em-up.

issue 1, Rating: ★★★

WING COMMANDER III

Electronic Arts £49.99

The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO is a major event. Unlike lesser companies, Origin have totally reworked the game with excellent texture maps (16bit



colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio – not to mention ultra fast-loading, superb FMV and an impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the star-studded storyline featuring Mark Hamill and Malcolm MacDowell.

issue 4, Rating: ★★★★★

WORLD CUP GOLF

US Gold, £39.99

This doesn't quite succeed in being the portentous sim to end all golfing sims it wants to be. The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.

issue 1, Rating: ★★★★★

3DO Magazine

Coming Soon

ACCLAIM

Corpse Killer

A Caribbean-set, FMV heavy shoot-'em-up which requires a lightgun for best results. [Soon]

Slam City With Scottie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]

AMERICAN LASER GAMES

Drug Wars

Blast those drug dealers in this neat conversion of the hit arcade game. [July]

Fast Draw Showdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

Last Bounty Hunter, The

Apparently ALG's biggest production yet this you as the eponymous hero pursuing Nasty Dan, Handsome Harry and The Cactus Kid. For the first time, the difficulty and order of gameplay will vary according to your shooting skills. [June]

Madison High

ALG's first title to be released for their new 'Games For Her' division. [TBA]

McKenzie & Co

Yet more rapid-fire action. [October]

Shootout At Old Tucson

Speaks for itself really! [October]

ART DATA INTERACTIVE

Alien Seed

A revolutionary new polygon intensive extravaganza being developed especially for M2. [1996]

Chess Wars

A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

Doom I

The phenomenally successful first-person perspective blaster is upgraded for the 3DO system complete with a

The tidal wave approaches. A legion of fabulous games is imminent, so many in fact, we've barely managed to fit them all in, but it's a thrilling time to own a 3DO with so much to look forward...

brand new episode containing nine levels of new monsters and weaponry. Despite its no-show at E3, ADI are still confident it will appear this year. [September]

Doom II: Hell On Earth

The current PC mega-hit is bound to be huge on 3DO with all new FMV, higher resolution graphics plus new creatures to interact with... [Winter]

BMG

Ballz

Outrageously fun MegaDrive beat-'em-up gets uprated for the 3DO system. Should be a big hit. [July]

ELECTRONIC ARTS

Foes Of Ali

Stunning 3D, texture-mapped graphics allow you to recreate Ali's amazing career in the best boxing sim ever. [November]

NHL '96

The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as *FIFA*, it's likely to be completely awesome. [October]

Psychic Detective

An innovative and very promising comedy-thriller with the player taking the part of psychic PI, Eric Fox. It's an interactive movie, but with some 500 different variations promises plenty of lastability. [September]

PGA Tour Golf

The 16bit version is just about the best around, so hopes are high for the 3DO version. [November]

Prowler

100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from WCIII developers, Origin. [November]

Shock Wave 2

400% bigger levels, complete freedom of movement for proper missions, enhanced 3D, 60 minutes of FMV, 25 new enemy vehicles and a choice of three fighters with a big range of selectable weaponry. Should be a huge hit. [Early '96]

Shredfest

Developed by Road Rash's Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [Early '96]

ELITE

OnSide

A comprehensive footie sim including a running commentary and management sim. [October]

Power Slide

A 3D rallying game with the emphasis on realism. [Xmas]

Space Ace

Dragon Lair's more varied, slightly more playable arcade sequel comes to 3DO. [Soon]

ENTERTAINMENT INT.

Braindead 13

Developed by Readysoft, the people behind *Space Ace*, this features more extraordinary FMV cartoon graphics. [Summer]

GOLDSTAR

BC Racers

A conversion of Core Design's well received *Mario Kart* clone. Featuring Chuck Rock with a host of other pre-historic themed characters, it mixes in plenty of comedy and combat with the one or two-player racing action. [Soon]

Defcon 5

A stunning looking space adventure strategy game with a very fast, very smooth *Doom*-style graphics engine. [Summer]

Fire & Ice

We know the title, but that's it! [TBA]

Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

Fire Wolves

Yet another mystery project. What is it about GoldStar and fire? [TBA]

Primal Rage

Time-Warner's hit arcade beat-'em-up features some impressively OTT characters. [November]

INFOGRAMES

Alone In The Dark 2

More of the same superb stuff, only bigger and even better, with lots more combat. The NTSC version is imminent, but for the UK a special, fullscreen PAL version is planned. [Xmas]

Alone In The Dark 3

The final installment. This time set in the Wild West (in a ghost town no less). [1996]

INTERPLAY

Caesar's World Of Gambling

The casino not the emperor plays host to various games of chance. [November]

Cyberia

A Silicon Graphic pre-rendered shoot-'em up in the *StarBlade* mould. Looks stunning. [October]

Clay Fighters

A brilliantly quirky fighting game using the highly distinctive graphic technique, Claymation. An awesome big release. [October]

Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [October]

Descent

A big hit on PC with a spaceship blasting its way through a *Doom*-style 3D landscape. [November]

Kingdoms

400Mb of FMV is brilliantly integrated into a classic adventure. Sequels are already being planned, as is a coin-op version. [Soon]

Lost Vikings 2

The original was probably the best arcade-puzzler since *Lemmings*, so hopes are high for the sequel. [November]

Rock 'N Roll Racing

Merging classic rock tracks, extravagant firepower and an isometric 3D viewpoint, this was a huge hit on SNES. The two-player mode was particularly excellent and hopes are high for the 3DO version. [Xmas]

Waterworld

The world's most expensive movie, starring Kevin Costner and Dennis Hopper, is turned into a videogame. [October]

JVC

Deadly Skies

An *Afterburner*-style shoot-'em-up. [Winter]

Varuna's Forces

Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical *Doom*-style action. [Winter]

KIRIN ENTERTAINMENT

The Grandest Fleet

Another PC classic gets upgraded for the 3DO. [August]

The Perfect General

The popular PC strategy game reworked for the 3DO with the addition of 3D rendered sequences and stereo sound. [Summer]

MECC

DynoPark Tycoon

A variation on the *Theme Park* concept with dinosaurs instead of roller-coasters to manage. [Soon]

MINDSCAPE

Dragon Lore

A mythological adventure with stunning, pre-rendered graphics from Cryo. [August]

Panzer General

Superb, in-depth gameplay from strategy masters SSI. Raved about on the PC, if you like strategy games, you'll love this. [Soon]

Slayer 2: DeathKeep

This AD&D RPG could well give *Doom* a run for its money in the action stakes with a similar perspective, lots of speed, spells and ghoulish

enemies. [October]

PANASONIC

BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Summer]

Fun 'n' Games

An odd-ball compilation of classics, allegedly. [Spring]

Ice Breaker

Developed by Magnet Interactive Studios, this boasts a cool cyberpunk scenario but is essentially a shoot-'em-up with wave after wave of 3D pyramids rushing the player. Success depends on smart tactics as much as fast reactions. [July]

Mortal Kombat III

MKII's hugely popular mix of gore, digitised graphics and sophisticated combat moves is uprated with a total of 14 characters, animal transformations and even more moves. Should be huge. [Early '96]

Seal of the Pharaoh

Mediocre Japanese, first-person perspective RPG recently re-dubbed for the American market. [TBA]

Trip'd

A cute puzzler in the style of *Tetris* derivative *Columns*. The falling objects in this version are alien eggs which must be arranged into groups of four to self-destruct. A simultaneous two-player mode looks best fun. It was developed by Warp – the people behind *D*. [June]

Strahl

An interactive movie which has Alex Hawkfield attempting to recover seven crystals, battling golems and even a dragon. [July]

PONY CANYON

FIGP

An officially endorsed, Japanese F1 racing sim with some intriguing texture-mapped 3D. Looks promising. [TBA]

RUNANDGUN!, INC

Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Summer]

SPECTRUM HOLOBYTE

Star Trek: The Next Generation

A truly epic project which has been in

development for years. [TBA]

Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this is due for conversion to Ultra64 and M2. [1996]

STUDIO 3DO

Absolute Zero

Set in an Arctic mining colony with plenty of advanced vehicles to play around with in full 3D, this is "a science-fiction simulation along the lines of *X-Wing*, only ours will be much more detailed in the variety of missions, the ships and the strategic planning." Like *Flying Nightmares*, Domark are handling development. [Xmas]

BattleSport

The game that should bring the arcade crown to the 3DO. A two-player shoot-'em-up in the style of *Cyber Sled* it's super-fast, stunning to look at, brilliant to play and still months off release. Expect massive things. [October]

BladeForce

Heli-Pak wearing vigilante roams the streets in 2110 – or should that be flies through the streets. Absolutely awesome 3D and lots of action. [September]

Captain Quazar

This has a wonderful comic feel with our hero out to bust intergalactic criminals. The isometric graphics are great. [October]

Killing Time

An abandoned island is the site for some frantic, *Doom*-style action with stunning graphics. Early sightings look very impressive with monstrous amounts of gore – blood and guts spurting out of bullet ridden bodies. This really does look unbelievably impressive. [September]

Phoenix 3

An intriguing sci-fi action/adventure set on the planet Galearth. The game mixes side-scrolling *Commando* action with a flight sim style shoot-'em-up. You must repel enemy invaders by finding pilots, hidden ships and lots of blasting. [Late '95]

P.O'd

One of the most exciting games in development with cool 3D graphics and an aggressive, adult approach. Gameplay is *Doom*-style, a huge range of weapons even includes a powerdrill, but more sophisticated with the ability to fly via a JetPack. [October]

StarFighter 3000

Based upon the hit *Archimedes* game, this hugely promising title promises to be a *Defender* for the Nineties. Graphics are 3D, texture mapped and very fast, while missions range from sinking enemy fleets to protecting allied squadrons. [October]

TAITO

Pyramid Control

Originally a Laserdisc title *Pyramid Control* spools most of its graphics off disc with shoot-'em-up arcade action overlaid on top. [Soon]

VIRGIN

Creature Shock

An imaginatively varied FMV blast-'em-up. [Summer]

Dragon

A hyper-violent *Street Fighter 2* clone with the difference that there can be up to three mean mother fighters upon the screen simultaneously. Originally released to rave reviews on the Super Nintendo. [Summer]

Lost Eden

An epic adventure, featuring dinosaurs and mankind unrealistically co-operating in mystical prehistoric times. A Cryo production, *Lost Eden* should be a gorgeous-looking production with masses of FMV. [Summer]

Heart Of Darkness

Another World for the 32-bit, 3DO dominated next generation, first impressions suggest an absolutely stunning looking – and playing game. Definitely one to look out for. [Winter]

11th Hour

The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on PC) has been put back several times now which suggests that Virgin want it to be something special when it's released later this year. Fantastic, CD-streamed adventure with a horrific bent, *11th Hour* will have either a 15 or 18 certificate upon release and will scare the pants off you. [TBA]

VIRIDIS CORPORATION

Dreamer

A super-secret 3D game. What else can we say? [TBA]

'Project X'

Another super-secret 3D game with no details disclosed. [TBA] □

3DO Magazine

next issue

3DO
Magazine

3DO/6

3DO software goes **third generation** with Studio 3DO mega-hits, **Killing Time** and **BladeForce**.

And that's just a starter for **3DO Magazine • 6**, on sale **September 28th**.



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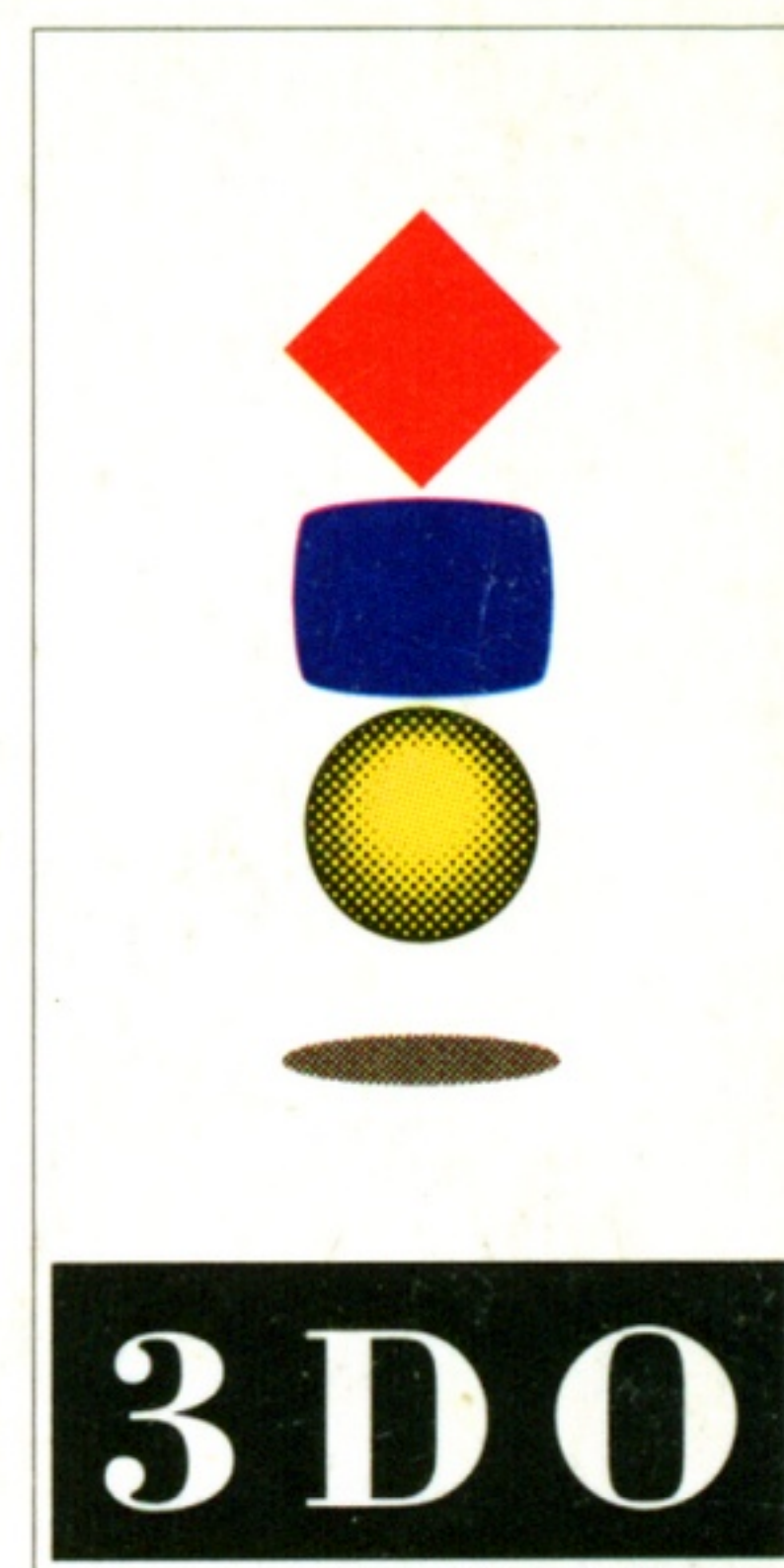
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